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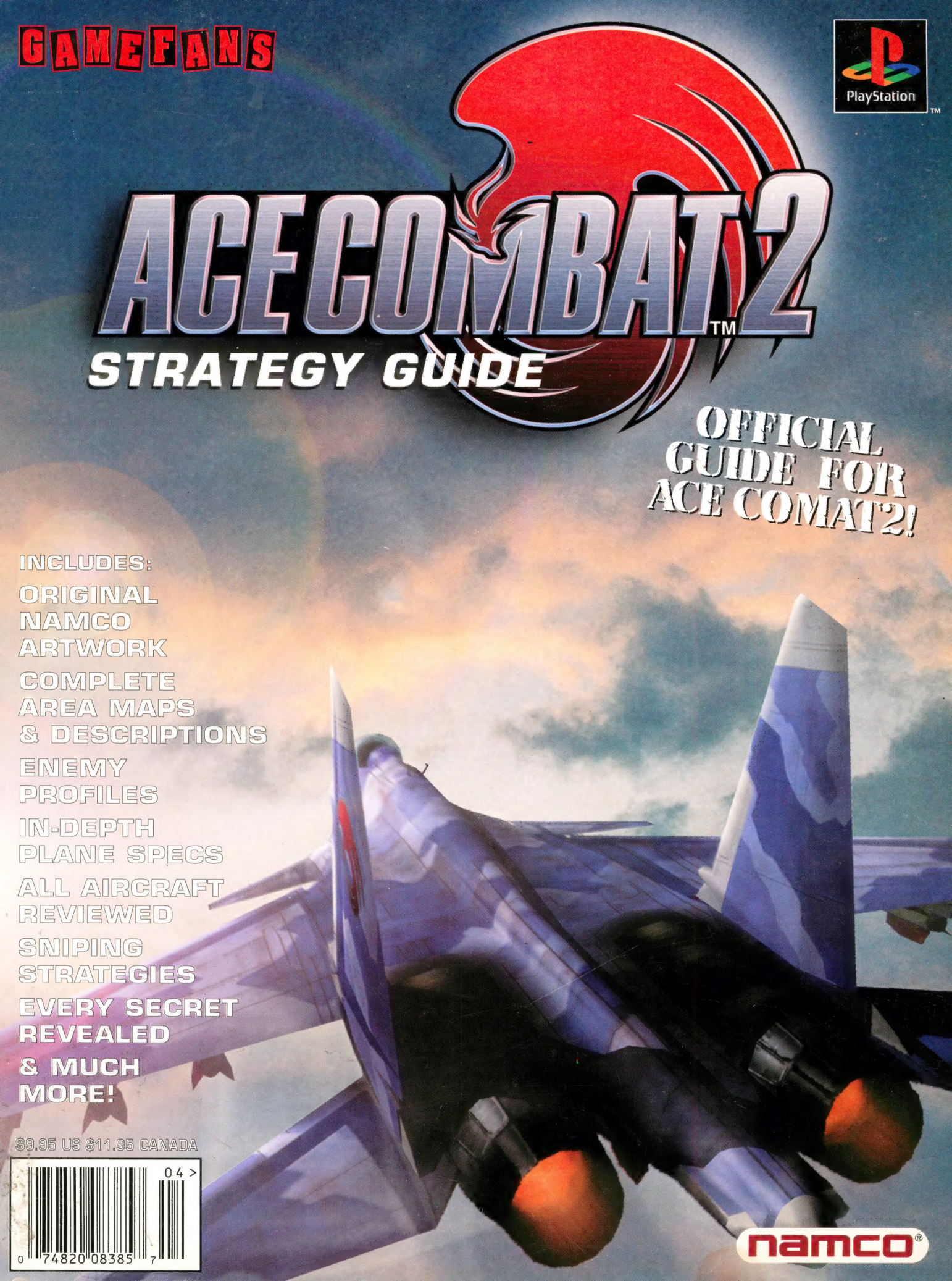

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Ed. Zone

ACE COMBAT 2™

Well it's me, P. "Flying Game" Ratt here again writing another book with the stars of the world's air forces commanding center stage. *Ace Combat 2* is as much about the popular fighting planes you can peerlessly pilot as it is about the stress-filled struggle against a (very) well-armed evil presence. To take notice of this, we have included a short text description of each flyable warbird. We have also included some history about the planes that are the most popular to dogfighting aficionados within their description text. For each of the levels, I have sifted through the most essential tactics necessary to complete missions (on the hardest difficulty), and chosen four pieces of essential information to supply you with. These should be read, imagined, and thus memorized; before you clamp on your musty helmet and take to the skies you wish were your true home. There is supplemental information also included for the otakus (fanatic gamers) amongst you, like; the enemy planes present in the theatre, an illustration of the map (including the location of every enemy unit), and some times for you to shoot for (and hopefully blow away... one day). The Training section has the fundamental talents you'll need to survive in the flak and fiend-filled, azure-pixelled yonder. All the editors have had fun during the development of strategy tome of tips and training. Pauly, Blinky, and I have all contributed ideas and spent many hours playing, enjoying, and discussing in wonderment this excellent release from the creative craftsmen at Namco. We hope you receive pleasure from the beautiful design, writing, and art of this book. But I shouldn't keep you from this game's greatness any longer.

Prince Ratt signing out, commander...

TRAINING

The strategies in this book are based on the levels as they are when playing the game at the hardest difficulty. This is so that those who want the most challenge can find help when they are in need of it, and those who choose to play the easier variations of the game can benefit from the advanced strategies needed for the most trying of settings. The times at the end of each mission's strategy section are points for you to shoot for. They are average times, and usually are based on a mission where all or most of the enemy units were destroyed. The name of the GameFan Books staff member that put the score up is displayed underneath their corresponding time.

EARNING MEDALS

Medals are a gameplay-adding addition of the new war, and any ambitious pilot worth his salty sweat will come home with new ornaments hanging from his weathered uniform. Gruesomely ground the infamous warbird or warbirds that have distinctive nicknames displayed arrogantly when they are highlighted during the Information section of your preliminary briefing or are brazen or daring enough to enter the range of your sight. But be wary. These fighters haven't had sophomoric names just randomly assigned to them. They are invariably pilots of considerable skill when it comes to the area of lethal, metal bird-of-prey maneuvering. You'll have quite a time trying to get a successful lock-on followed by a "flaming fiend finder up the back-side²" series going.

PLANE ATTRIBUTES

Power

Power is somewhat self-explanatory, but since there are so many ways to interpret the word "power" I'll proceed to explain it. Although you might assume that this is an overall rating of the airplane's performance, it's actually a graphical judgement of the plane's top speed and acceleration rate. A craft with a sizeable crimson bar will have an easy time trifling with any rickety fighter the enemy mistakenly sends to the skies. High top-speed means you'll have the ability to traverse enormous plots of land or sea in a long blink, that no enemy fighter, or other dangerous weapon of war, will be able to escape your intense supersonic berserker barrage, and that contorted, G-force generating, nose-bleed-inducing maneuvers will be available to any willing ace pilot, such as yourself.

Defense

This attribute is one you should consider closely especially if you're the type of pilot that likes to take as much as you give. In other words, you have a tendency to visit the repairman (or ground!) often. Defense is a rating of an aircraft's ability to resist gun penetration, or the explosive force of a missile with your name emblazoned upon it. The longer the colored bar, the more burly and impenetrable the aerial battle-machine's fuselage is. But remember that no aircraft is an island, or at least no aircraft is invincible; so don't forget how to dodge (or stop learning if you don't have it down quite yet) and continue to take heed the warnings provided by the messages you receive during combat.

Mobility

Mobility is the state of being able to be moved freely, easily, and quickly. And this is exactly how it translates into the flight combat model of this game. If the Mobility statistic for a plane is represented by a lengthy bar, then this will allow you to rapidly alter the Pitch or Roll of this plane at you whim. The capability to swiftly and precisely direct the nose of your warbird toward your intended quarry (e.g., a desperate enemy fighter jet fleeing the scene of battle with its tail between its wings). But for some, the speed of an extremely mobile plane's nose may be too much to handle; causing a dogfight to become an exercise of patience, as you fail repeatedly to lock-on to a blurry plane chaotically whizzing around your busy cockpit view. Don't choose an airplane that you're unable to handle comfortably; stay within your limits.

Stability

Stability is a questionable attribute, and will be difficult for most people, even with the most concerted effort, to perceive its effect upon each plane. It makes the plane resist the temptation to take an unwanted nap when challenged by a high-strain maneuver. Stalling is bad, and this ability is what counters a plane's engines from giving in when stressed by the war between the laws of Physics and the will of its pilot. Planes with excellent stability are better servants to their masters than those which succumb to the power punches of Physics.

Climbing Ability

Planes don't climb, but they do need to gain altitude or fly at high altitude sometimes (especially in dogfights). The more Climbing ability your plane has, the higher you can fly at at a lower speed than a craft with a more diminutive sky-scaling rating. This can be wonderfully helpful when executing lusciously impressive loops in order to get on the tail of an escaping, terror-filled target. The sky-based scalers of this game can easily flip like a bird; changing their path by 180 degrees as easy and fluidly as a hummingbird. A high climbing attribute also keeps the plane soaring high (very, very high) very easily, and the plane can glide at a relatively low speed without stalling.

Air to Air Combat & Ground Attack

These stats are two of the most important in the game, and will influence your plane choices greatly. The first, air-to-air attack, ranks the ability of a rabid plane to strike its target accurately and from leagues away. This is the most relevant statistic, of the two, to how well you do in the game. The second, less important attribute, rates a metal falcon's ability to spot, lock-on to, and then snap up a smoldering enemy morsel of the earth's surface. A mighty missile-possessing plane has the ability to slice a plane (or ground target) 1000 feet, or more, in distance into sparkling splinters of molten metal and mangled memories. It is a necessary attribute as the more experienced belligerent bogeys can shake all but the most well set-up and potentially deadly of missiles. The more advanced a missile's technology (which relates to the rating it has earned), the more likely it will blast a huge, smokin' whole in the target it was sent after.

TRAINING

BEHIND THE BOGEYS

Very little thought is required to come to the conclusion that in order to get a good shot at an enemy you should be flying behind them. If you're on the side of the target plane in question, whether it is turning or not, when you fire your missiles they will be homing in on a fast moving target that is travelling nearly perpendicular to them. This will make it almost impossible for the missile to hit as they can't turn 90 degrees (or thereabouts) fast enough to catch a target travelling 300 miles per hour, or more. If the target is coming at you head on, you do have a chance to give him an explosive present in passing, but he has an equal chance to hand you an unwelcome party favor. Your best opportunity for a safe and sane "force on the fly" experience is from a rear relationship; here you are in the driver's seat, and can steer like a rusty robot; actively adjust your path, speed, and distance in order to set up a guaranteed bull's-eye.

MISSLE USEAGE

The most important skill to have in this game is knowing how to get the enemy's planes smokin' with some skilled missile use. Ground targets are easy enough, but the real challenge comes from the artificial intelligence you must repeatedly lock wings with. There are three tips you need to know in order to rip the enemy warbirds apart. First, always shoot a little bit over the target. This means aim the tip of your aircraft above the enemy before you fire at him (the missiles come from the bottom of your plane's wings) so you don't add to the amount of turning the missiles need to perform. Second, if a plane is turning too fast for your missiles to connect with it, you are probably not behind the plane enough. Fly straight for a second, then quickly turn to the plane, get a lock and fire; you'll be on the same flight path as the plane making it harder to avoid your missiles. Third, another way to deal with an overly evasive bogey is to aim the tip of your plane above him while turning, and then accelerate, so that you come close to him ahead of his turning path. You don't want to pass him, you just want to turn ahead of him. The bogey will eventually turn the opposite way since it's trying to get away from you, and this is when you fire. Be persistent, and force your opponent to make mistakes.

TURNING

Turning, either in pursuit of a target or to get behind a target, is an important part of *Ace Combat 2*'s gameplay, and will occupy a large amount of your playing time so you'd better get good at it. The most basic turn involves simply (using expert controls) rotating your craft 90 degrees to left or right and pulling up. With this turn the main things you need to consider are speed (keep it high enough to avoid stalling) and height (your plane's tip will angle down so press R2 or L2 to counter this). A more advanced turn can be performed by accelerating then decelerating repeatedly. This allows you to make a faster or tighter turn than if you made it a low or high speed respectively. The quickest way to turn completely around is the round-about. This is performed by flying at a modest speed, then slamming on the decelerator (L1) and pulling up. Remain in this condition until you are horizontal (although upside-down), then let of the decelerator and rotate your plane until it's right-side-up again. This is very useful against the top-gun bogey-men you'll face later in the war, or to get behind an enemy coming directly at you.

LOOPS

Lunatic aerobats rejoice! Loops are useful in this game, especially later in the game. When followed by bullish bogeys with missiles burning holes in their planes wings, bust some quick loop action, putting yourself behind those who would try to ruin your goals and your game. Or, if you've gotten rear position against a soon-to-be-destroyed warbird and he loops, you can follow him (with some careful speed control), and see his horrified and helpless face as he looks back and spots two missiles with his name on them comin' quick. To perform a loop, simply vertically align the pitch scales in the middle of your heads-up-display (the one that has a "0" value when you fly level), and then pull up. Keep your speed up until you're going the same direction you were before. The only thing to worry about is performing a vertical "360" at too low of an altitude and slamming into the ground around the "270" mark.

LANDING

After a few of the missions you'll undertake on your way to becoming a legendary hero (or martyr) you must land your plane manually. This strikes most people as a daunting task; inspiring feelings of fear and thoughts of banana-fudge ice cream (well, for me anyway). Well, except for the carrier landing, there is not much to worry about. When landing, two orientation lines are visible on your cockpit display, one for height and another for centering. Follow the lines to orient your plane correctly. This is done by trying to keep the lines intersected in the exact middle of your lock-on circle at all times. These guiding rods will lead you down onto the runway, but you must control your speed on your own (just fly as slow as possible). After you land, keep holding onto the brake (L1) until you come to a complete stop. On the carrier landing operation, land as soon as you can or you won't be able to stop your plane from living out it's lifelong fantasy of soaring underwater like a metal manta ray (at least until it becomes coral bait when it hits sea-rock bottom).

SLASH / EDGE

Your exceedingly capable wingmen for hire are the elegant "Edge" and the superb "Slash." Both are well worth the fees they charge if you're having trouble with an overly spunky set of enemy defenders; they can mean the difference between tasting the sublime sweetness of success, or having to play the same operation for more than an hour. The only relevant difference between the two is the selection of planes they have available for a specific mission. Choose the plane that can best fulfill your needs.

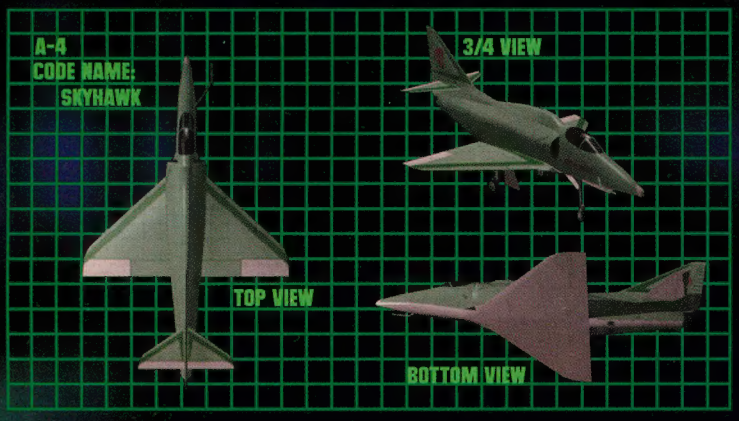
EXTRA PLANES

In the pages that immediately follow we have displayed every plane that is available for you to fly, but you may notice that some are differentiated by a special "extra" tab attached to them. These planes are only available after you accomplish certain fascinating feats of fantastic flying (and fighting). What you must accomplish has been described on the last page of this ace-pilot's guide to warring and winning, so go on and take a look (as if I had to tell you this) at the challenge, and prizes, that eagerly await you.

PLANE OVERVIEW

A-4 EXTRA

When you start out in this great quest for what's right and true you have this plane, along with the F-4 Phantom, so please learn about it first. This spunky attack aircraft is light, quick, and maneuverable. Due to its ease of control and surprisingly large payload capacity (note it can squeeze 80 missiles into it's miniscule fuselage), about eight different countries around the world have adopted the A-4 as a member of their respective Air Forces. It was specially designed for lone wolf tactical bombing of sea-faring war-ready battlecruisers. This kamikaze type "soldier-dusting" of insanely over-armed warships takes a small aircraft with the maneuverability and sleekness of an aroused cheetah in full pursuit. This plane, much like another ground target feeder, the A-10 Warthog, has a high stability rating enabling it to handle exceptionally in the airspace below the clouds and keep its cool when radically contorting it's silhouette during one of the numerous flak fleeing excursions it must undertake. A good beginning warbird and especially reliable in the early missions with many terra-firma situated terrors, but you'll be able to afford much meatier flying machines later on, young ace pilot.



ABILITIES

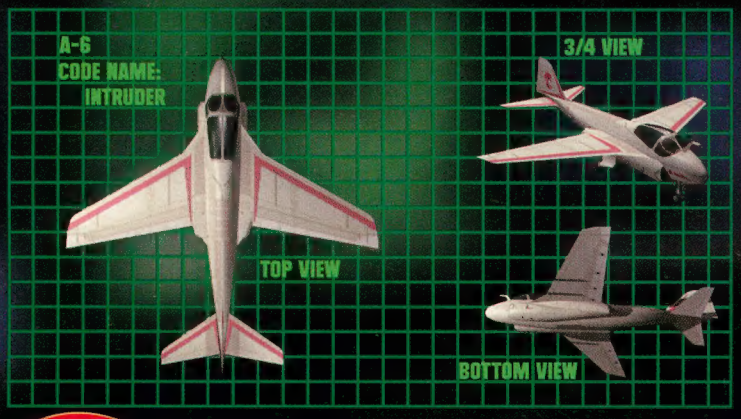
POWER	
DEFENSE	
MOBILITY	
STABILITY	
CLIMBING ABILITY	
AIR TO AIR COMBAT	
GROUND ATTACK	

STATISTICS

Weight	4,739 - 12,437 kg
Length	12.27 m
Height	4.57 m
Wingspan	8.38 m
Speed	991 km/h
Range	3,225 km

A-6

The A-6 Intruder looks like it has received some expensive Beverly Hills plastic surgery to its nose section, but actually that's how it was originally constructed. This blunt nosed bomber has been in service since 1963 and even saw action in Desert Storm as a day-and-night flying destroyer of strategic Iraq targets. An all-weather attack craft that has had many successful sorties throughout the twenty-plus years since it's inception, the A-6 is a gorilla strength ground level objective disintegrator. In missions where many earth-locked prey litter the landscape this plane's high vs. ground rating and large payload ("80 missiles locked and loaded, commander!") will pay big, booming, fireball-shaped dividends. Lastly, the high stability will aid in low altitude maneuvering without unexpected and unwanted stall dives.



ABILITIES

POWER	
DEFENSE	
MOBILITY	
STABILITY	
CLIMBING ABILITY	
AIR TO AIR COMBAT	
GROUND ATTACK	

STATISTICS

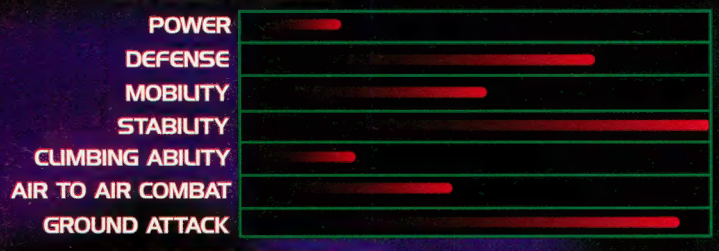
Weight	26,580 kg
Length	16.69 m
Height	4.93 m
Wingspan	16.15 m
Speed	1,111 km/h
Range	1,627 km

PLANE OVERVIEW

A-10

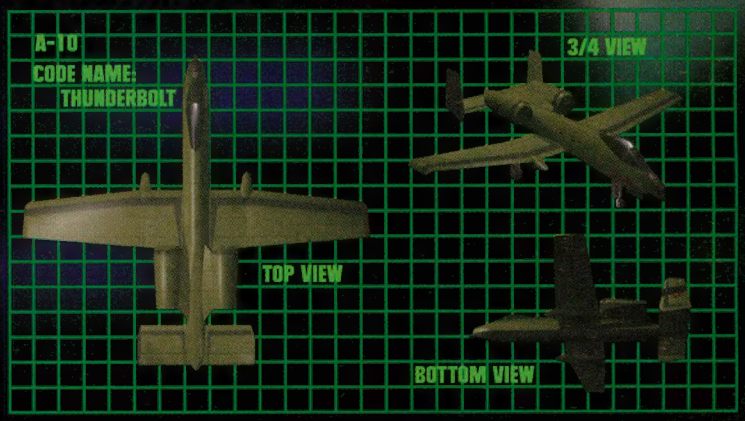
The A-10 Thunderbolt II is the first Air Force aircraft specially designed by military engineers for the extremely life-endangering assignment of destroying ground forces (e.g., tanks, ground-based targets, or other armored earth dwellers) during low altitude swoops. These twin-engine aerial juggernauts are simple, strong, nearly unstoppable, and the ruthless disintegrators of anything not fast or sharp-witted enough to spirit away from its imposing silhouette, but its air-to-air potency pales in comparison to the omnipotential status it enjoys versus ground-based antagonizers. It has a front-mounted vulcan cannon that can melt a tank like a stick of butter under a magnifying glass in Death Valley, and it can hold a warehouse of weaponry. The A-10 has an A-1 rated fuselage, being constructed like a flying version of a bomb shelter, allowing it to withstand inordinate quantities of flak and firepower! Speed, or lack thereof, is an obscenely apparent weakness especially when matched up against some of the fastest and most technologically evolved flying fighters ever created. So be wary about selecting this pugilistic plane for missions that have high amounts of air target destruction, fast flying, or high altitude flying required.

ABILITIES



STATISTICS

Weight	15,155 - 22,680 kg
Length	16.26 m
Height	4.47 m
Wingspan	17.53 m
Speed	743 km/h
Range	2,000 km



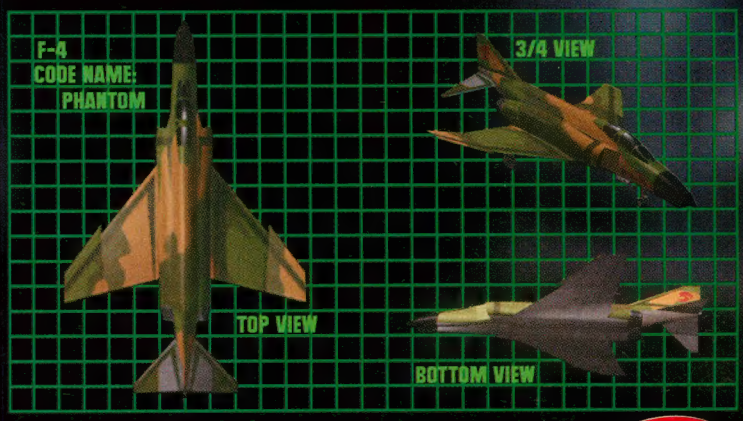
EXTRA F-4

A good looking and flying warbird, this craft, along with the A-4, is in your weathered and spacious (at the moment) plane hangar. The F-4 Phantom II fighter/bomber gives you small advantages in Power, Defense, and Mobility over the more ground target-oriented A-4. Although it's not the most beautiful plane of the bunch, it does perform gorgeously and maneuver sublimely; so don't be afraid of using it against the air-to-air specialist you'll be dragged into the aerial ring with. Early production F-4s were constructed *sans* fixed gun, but after combat experience in Vietnam this oversight was corrected (to your benefit). Over 5000 of these trustworthy and inexpensive fighters have been built so you're not starting out with the air combat version of a "lemon." In your first group of missions, this plane will serve you well as an appetizing practice vehicle for you to earn your video stripes with.

ABILITIES

STATISTICS

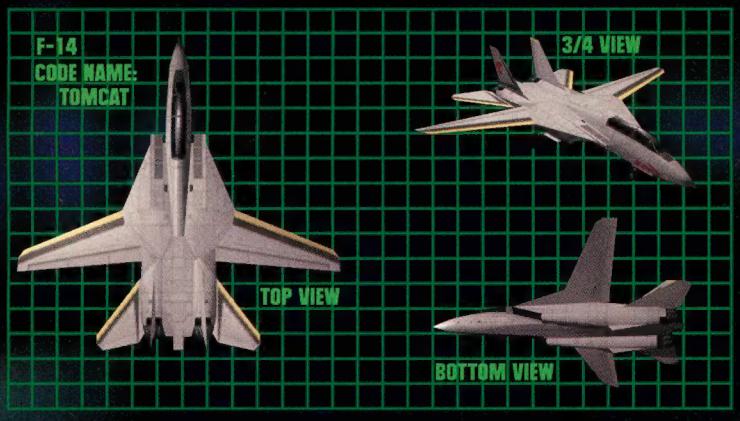
Weight	18,818 - 28,030 kg
Length	19.20 m
Height	5.02 m
Wingspan	11.77 / 8.41 m
Speed	1,238 km/h
Range	3,184 km



PLANE OVERVIEW

F-14

This "Top-Gunner" is quite the aerial scrapper, and will be well worth the money you spend if you decide to purchase this baby. The F-14 is a good-sized shipboard fighter with alterable wing geometry. It is known world-wide for it's unrivaled interception ability, making it highly effective in any assignment and bringing it acclaim as one of the best fighting aircraft in the world and beyond. Every one of its stats is above average. The Tomcat's powerful engine gives it blistering acceleration; providing an ace pilot such as yourself the necessary "umph!" to pull through any brain-ringing tactics you may initiate during a canine battle. It can carry 72 missiles and has decent ratings for vs. air and vs. ground targets, so the mission objective type shouldn't cause too much trepidation on your part. Finally, loops and other radical flying machine maneuvers should be on your list of possibilities during battle since the F-14's climbing rating is so great.



ABILITIES

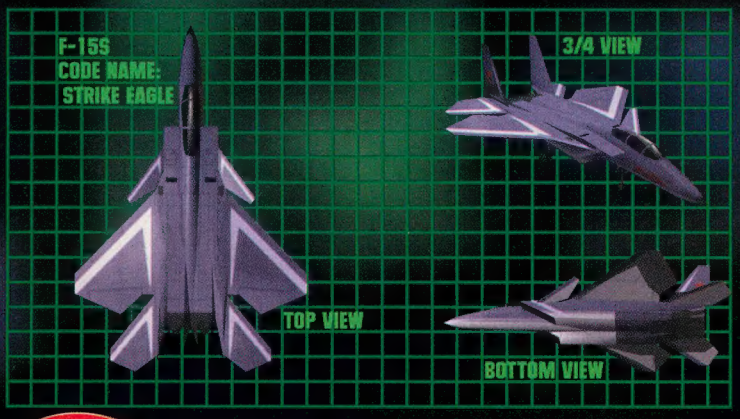
POWER	
DEFENSE	
MOBILITY	
STABILITY	
CLIMBING ABILITY	
AIR TO AIR COMBAT	
GROUND ATTACK	

STATISTICS

Weight	18,191 - 33,724 kg
Length	19.10 m
Height	4.88 m
Wingspan	19.54 / 11.65 / 10.15 m
Speed	1,366 km/h
Range	2,965 km

F-15S EXTRA

The F-15 Strike Eagle is a beautiful airborne powerhouse designed for the purpose of establishing air SUPERIORITY... This metallic bird of prey has superior maneuverability, weapons, defense, and the list of carnivorous adaptions evolved into this weapon-stacked wonder goes on and on. It can forcefully penetrate an enemy's best hopes of defense and outperform, outstrip, and outgun any opposing aircraft they may suicidally send into the skies now owned by this mighty fighter. These steel eagles were responsible for all air-to-air kills during the Gulf War. The F-15 is designed so that a single elite flyboy (does that you remind you of anyone?) can safely, reliably, effectively, and skillfully perform air-to-air combat with expectably pleasant results. The Strike Eagle's untouchable maneuverability, speed, and acceleration are achieved through a very high engine-thrust-to-aircraft-weight ratio coupled with a low plane-weight-to-wing-area ratio. This allows it too make unearthly G-loaded turns without losing speed (air superiority in effect). This is an incredible fighter jet; be sure to reserve yours today!



ABILITIES

POWER	
DEFENSE	
MOBILITY	
STABILITY	
CLIMBING ABILITY	
AIR TO AIR COMBAT	
GROUND ATTACK	

STATISTICS

Weight	20,244 - 30,084 kg
Length	19.43 m
Height	5.63 m
Wingspan	13.05 m
Speed	1,547 km/h
Range	4,500 km

PLANE OVERVIEW

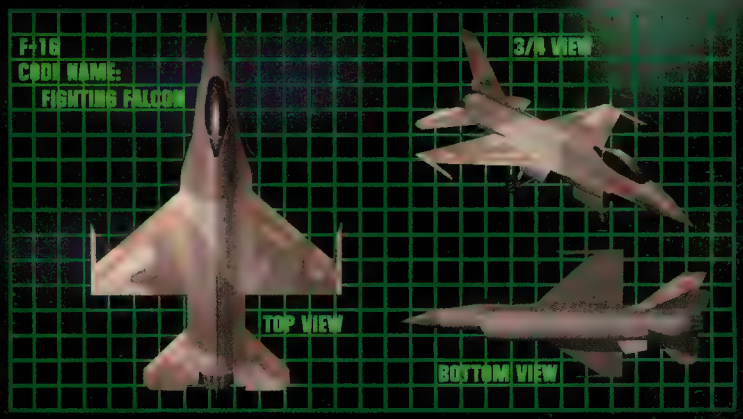
F-16

The F-16 Fighting Falcon is a very well known and implemented light fighter aircraft, being utilized in over 17 different air forces around our green earth. It was designed to be a relatively low-cost multi-function sky-based weapon, and has proven it's engineers foresight and technical guile in many successful air-to-air and air-to-surface challenges. The F-15 and F-111 were analyzed for months during the creation of a light, highly maneuverable plane that bursts with outrageous power and dogfighting excellence. Its mobility wasn't hampered in the lightening process since it can still withstand the aggregate gravitational force of nine earths. A "fly-by-wire" plane with a side-mounted controller is ample evidence that this bird is made to slice through the atmosphere fast and hard. Be sure to brush up on your reknowned piloting talents because this featherless falcon's defense isn't one iota better than your F-4's, and being a light plane it can really get spiked around by overly friendly flak. Ready and willing for every challenge or challenger, this ferocious fighting falcon is a definite purchase for the wisest air combatants.

ABILITIES

STATISTICS

Weight	12,331 - 19,187 kg
Length	15.03 m
Height	5.09 m
Wingspan	9.51 / 10.00 m
Speed	1,366 km/h
Range	2,642 km



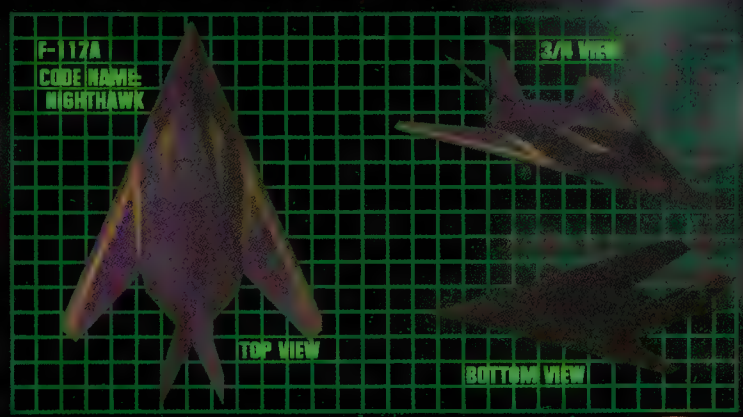
F-117A

The F-117A Nighthawk is the world's first operational warplane designed to fully exploit extremely low-observable stealth technology (and to look like a jet-black gemstone). The unbelievable fuselage lines and angles strike anyone who witnesses an image of it with heart-stopping amazement (until they've adapted to the surprise), but ironically it is this freaky, sculptured flat, black marble body that makes it so unnoticeable to conventional radar systems. A valuable addition to Desert Storm, this precision attack stealth bomber/fighter is as striking and intriguing as it is deadly. This dark "cat-bomber" will allow you to slip past the enemy's most treacherous and meticulously-planned defenses and lay chemical or pyrotechnical waste to his precious land units. The F-117A has average ratings in almost every measurable category, although it does show special talents when it pounces upon a foe's unsuspecting surface target from the radar netherworld. This plane is a good choice for those not used to the reaction play needed for the faster and more neck-jerkingly responsive fighter aircraft. Its smooth control and general effectiveness and abilities will serve these pilots very well.

ABILITIES

STATISTICS

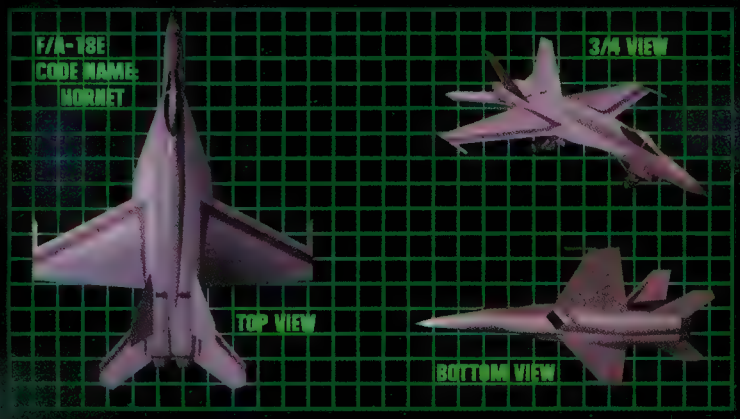
Weight	12,814 kg
Length	20.09 m
Height	3.78 m
Wingspan	13.21 m
Speed	1,178 km/h
Range	1,112 km



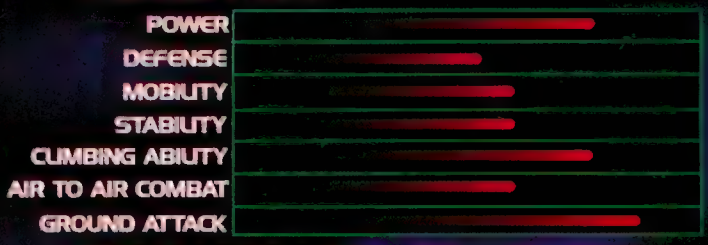
PLANE OVERVIEW

F/A-18E

The F/A-18 Hornet is another popular fighting jet which has a large amount of fans for military and/or aesthetic reasons. This twin-engine shipboard battle bird was hatched in 1983, as a functionally-improved version of the somewhat smaller F-17. It is a fighter with medium size and weight, although it is slightly heavier than the F-16. F/A-18s were successfully used in the Gulf, and have made many appearances as members of the Blue Angels Demonstration team. As I'm sure you can see from the stats, we are in the presence of a powerful plane. I've mentioned this plane is used in stunt shows, and a quick glance at its enviable Power, Mobility, and Climbing ratings will make the reasons for its inclusion in aerial acrobatic extravaganzas (and being named after a particularly agile insect) become readily apparent. Use any maneuvers you know while flying it and it's performance of them will bring a tight grin to your sun-burned face (and quite the opposite to your adversary). Finally, don't ignore this plane's very high air-to-air and especially its air-to-ground rating when making a judicious judgement about a suitable plane to accomplish a certain mission.



ABILITIES



STATISTICS

Weight	15,260 - 22,710 kg
Length	17.07 m
Height	4.66 m
Wingspan	11.42 / 12.31 m
Speed	1,426 km/h
Range	3,336 km

F-22

The F-22 Lightning II is a divinely smooth, futuristic aircraft obviously created well ahead of its time. Originally designed to replace the phenomenal F-15 and become the next-generation plane of the USAF, it has been optimized for stealth technology use and is difficult for enemies to pinpoint on radar. This has been aided by having its entire payload of armament encapsulated inside internal weapon bays; thereby conserving a low radar cross-section (military speak for having less for radar signals to rebound off of). Also, it has been designed to "supercruise," or in other words, to soar at supersonic rates without the use of an afterburner. The F-22 has a shooting game type appearance with it's twin tails, broad shoulders, and triangular wings. This UF(-22)O has abilities to match the elegance and superiority of construction it displays. Fast, quick-turning, plus stealth elements make this thunderous secret weapon a fine choice regardless of mission type or mission objectives.

ABILITIES

STATISTICS

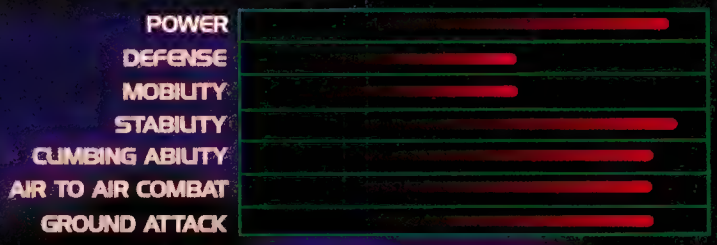
Weight	26,000 kg
Length	19.56 m
Height	5.41 m
Wingspan	13.11 m
Speed	1,366 km/h
Range	3,777 km

PLANE OVERVIEW

YF-23A

The YF-23 Advanced Tactical Fighter was designed and built as part of the demonstration and evaluation phase of the Air Force's Advanced Tactical Fighter selection program. The YF-23 was used in this study because it is constructed primarily of composites of the best materials and most revolutionary construction ideas. This plane, along with the similarly amazing YF-22, was designed to represent the future of aerial supersonic weaponry, and to faithfully utilize all engineering knowledge, insight, and science in order to easily and powerfully surpass any resistance foolishly put up against it. This warbird has ratings that recognizably exceed the norm, making the line-up of ability statistics displayed below available only to super-human pilots, and bringing a warm and tingly feeling to all pilots in need of more ways to black out in cockpit. Although it will slam you into your seat a little more forcefully when accelerating than the YF-22, it trails the 22 in almost every other category. An ace choice to add to your rapidly expanding aviary of bogey busters and objective obliterators.

ABILITIES



STATISTICS

Weight	29,000 kg
Length	20.54 m
Height	4.24 m
Wingspan	13.29 m
Speed	1,426 km/h
Range	4,250 km

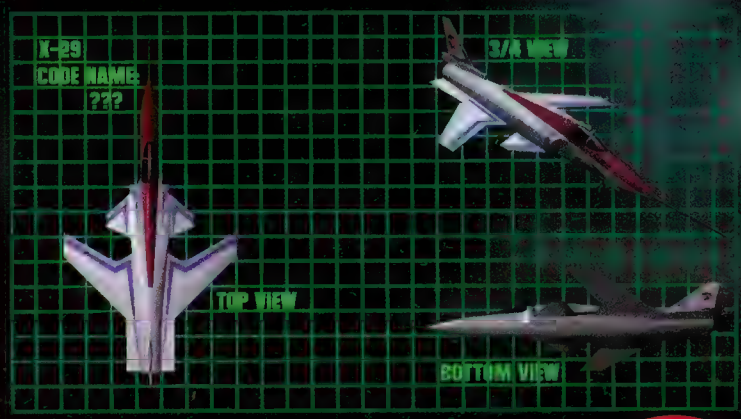
X-29

Say X-29 29Xs (i.e. twenty nine times) fast... Now that you've memorized the name, learn about the plane. This plane has a very unusual feature that should be plainly noticeable to all but those who are unable to grasp the connection between silicone and male bonding. This paper airplane gone wrong is historic in that it demonstrates the benefits of a forward-swept wing design such as reducing aerodynamic stickiness by around 20 percent at transonic rates of flight, and gives better control to its pilots when in severe angles of motion. The X-29 of course is a fly-by-wire aircraft; the unnatural twists and erratic revolutions of malformed paper airplanes are smooth compared to the expensive death dance a X-29 would perform without proper CPU assistance. Accordingly, its stability rating is quite low, but its superior climbing ability is a benefit of the revolutionary design. Defense is low due to the special materials collected for its construction. But mobility is another point of excellence, owing to the uniqueness of the forward-directed wing's relationship to the air it slices so divinely through.

ABILITIES

STATISTICS

Weight	CLASSIFIED
Length	14.66 m
Height	4.36 m
Wingspan	8.29 m
Speed	863 km/h
Range	3,600 km



PLANE OVERVIEW

MIG-21 EXTRA

The Mig-21 is probably known by more military men and women than any other piloted pugilist in the whole weird world we're within. It is reportedly flown across the skies of over 40 different republics for self-defense or selfish-offense and flown in more wars than any other plane. Even though it is known to be lacking in the ECM (Electronic Counter Measures) area, and that many other fancy gadgets are missing, it is still a kill-capable plane in an ace's wizened hands. These facts immediately lead to the thinking that this plane is a bargain basket fighter that is only laughingly sold to the poorer countries of the world and not worthy of serious consideration. Lest you begin to ponder such prejudiced thoughts my young ace, I would recommend you make an attentive glance of the stats below. You'll quickly see that the performance of the plane are quite respectable, and shows a definite attempt by the designers to give the absolute biggest bang for the buck possible. It is a light, diminutive, quick-handling craft with a nice aesthetic aura about it. It can be used to accomplish a majority of the missions in the game especially if a player likes it enough to try hard to win with it. The plane's light weight will cause it to have quite a course change if struck by an mean-spirited enemy missile. If you like it; use it. If not... Next!

ABILITIES

POWER	
DEFENSE	
MOBILITY	
STABILITY	
CLIMBING ABILITY	
AIR TO AIR COMBAT	
GROUND ATTACK	

STATISTICS

Weight	8,750 - 10,000 kg
Length	15.65 m
Height	4.5 m
Wingspan	7.16 m
Speed	1,111 km/h
Range	1,800 km

MIG-29

The aircraft which we now identify as the MiG-29 was first spied upon, while in a testing center, by an American Reconnaissance satellite in 1977, but at that time the hatchling warbird was referred to by the temporary name 'RAM-L'. The NATO name designation 'Fulcrum' was branded onto the MiG-29 when it was clear it was to be a production fighter jet. It was crafted to be the Soviet equivalent to the F-16 and F/A-18 belonging to the American Air Force. It has many specialized adaptions for: avoiding contaminated air to enter the main inlets during taxying, helmet-target recognition and targeting, unequalled radar detection, and the list goes on. It is mainly an air-superiority fighter with air-to-ground activities remaining a thing of casual interest. The MiG's powerplant is exceedingly raunchy and can propel the plane to cheek-blistering rates of speed. These powerstations aren't afraid of heights either as is evident by the instant blackout-enducing climbing ability the Fulcrum possesses. Defense and missile payload size (or lack of size) are the major points of hesitation for those in the search for an aerial juggernaut, but skillful piloting and the intelligent utilization of what missiles you have will allow you to return to the base in time for your promotion ceremony.

ABILITIES

POWER	
DEFENSE	
MOBILITY	
STABILITY	
CLIMBING ABILITY	
AIR TO AIR COMBAT	
GROUND ATTACK	

STATISTICS

Weight	15,240 - 18,500 kg
Length	17.32 m
Height	4.73 m
Wingspan	11.36 m
Speed	1,366 km/h
Range	2,100 km

PLANE OVERVIEW

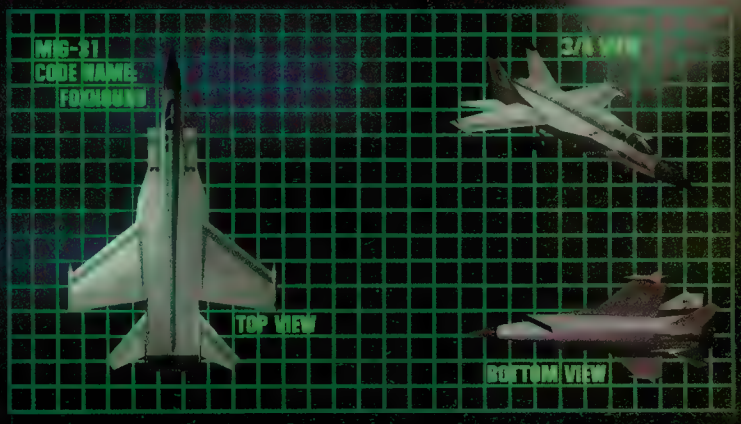
EXTRA MIG-31

The MiG-31 is an airborne interceptor created with the knowledge learned in the designing and flying of the aging MiG-25 Foxbat; which, in turn, evolved from the Ye series of experimental interceptors, and was designed to be an answer to the ultra-fast, stratosphere flying B-70, F-108 and SR-71. The Foxbat's sinewy engines and unusual composition of airframe materials (including aluminum and titanium alloys) allowed it to move at a faster rate than any other interceptor at the time. The Foxhound possesses an altered variation of airframe materials making it even lighter than it's predecessor, and has been supplied with a better armament. The MiG-31 is the first and only interceptor with a radar system that allows the simultaneous tracking of ten targets at once. As you can plainly see from the stats illustrated below, this plane is a choice craft to have and pilot. It is strong in every category except mobility; so if you decide to fly it remember that your maneuvers will be somewhat sluggish (although you'll be moving so fast no one will notice).

ABILITIES

STATISTICS

Weight	41,000 - 46,200 kg
Length	22.688 m
Height	6.15 m
Wingspan	13.464 m
Speed	1,546 km/h
Range	3,331 km



EXTRA SU-25

The Ruskie answer to the American A-10? That has been the place some pundits have put the Su-25 Frogfoot in, but it isn't all that accurate of an comparison. It's designed to be an especially hardy craft much like the A-10; being capable of such outrageous feats of wonder as: using diesel fuel for jets (if an enemy's ferocity calls for it), having underwing containers that can be used keep a fuel pump and spares close by, and it is built to be able to taxi even in the exceedingly harsh Russian terrain. Like the A-10, the SU-25 "tadpole track" is not a dogfighter and has a fairly weak air-to-air rating. Unlike the A-10, it's engines aren't separated as much, which would make its possibility for survival a little lower than a Warthog under the same circumstances, but it has extra steel and titanium fortifications to the fuselage that keep its defense rating at "air tank" level. A living testament to the bullishness of this surface preying amphibian is the remarkable truth that only nine SU-25s were "pulled over by the flak police" in NINE years of military offensive operations in Afghanistan. For any mission where the ground-based targets are many, and ground-based bodyguards are menacing missile launching makers of much mayhem... this plane can be called on to calm the storm and bring home the scalps of those who oppose us.

ABILITIES

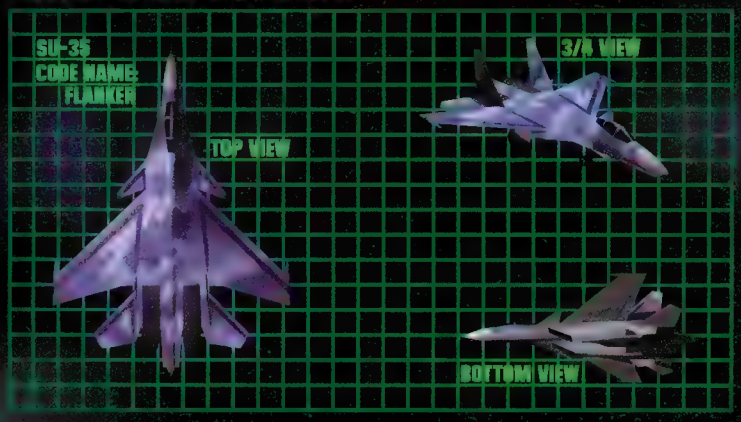
STATISTICS

Weight	14,600 - 17600 kg
Length	15.53 m
Height	4.80 m
Wingspan	14.36 m
Speed	863 km/h
Range	750 - 1,250 km

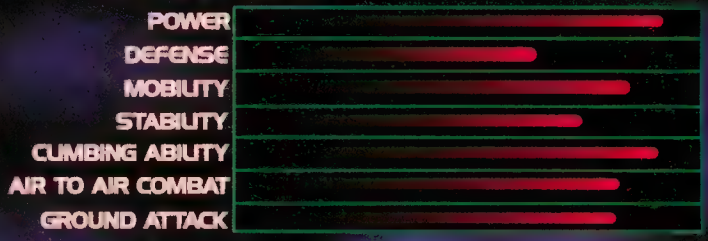
PLANE OVERVIEW

SU-35

Dreams do come true for the aggressive at heart! Now we're moving to the good part of the airstrip. The SU-35 Flanker is the only other war-inclined bird that can respectively compare to the U.S. F-15 Strike Eagle. The Flanker, based on the similarly excellent SU-27, is a big, brawny long-ranging challenger for the "ruler of the skies" championship belt (currently held by the war-tested, war-approved F-15), but it isn't a worthless ear-biter. This air superiority fighter plane has Pulse-Doppler radar which provides infallible recognition and detection of prospective targets, and the simultaneous tracking of ten quarries regardless of background interference. Duck-season starts as soon as this flanking hunter decides to lift-off! An amazingly ambidextrous craft, it can seek and destroy air objectives as easily and devastatingly as those poor, unfortunate enemy units harnessed to the earth's surface. Ultra-powerful engines propelled it to be the first plane to surpass the barrier of sound while flying nose-up! On any mission a SU-35 can be used triumphantly by even the most physically remedial of social inept of teacher's pets, and the 80 missile capacity can satisfy the needs of all but the most hallucinative of cataract stricken sky jockeys!!!



ABILITIES

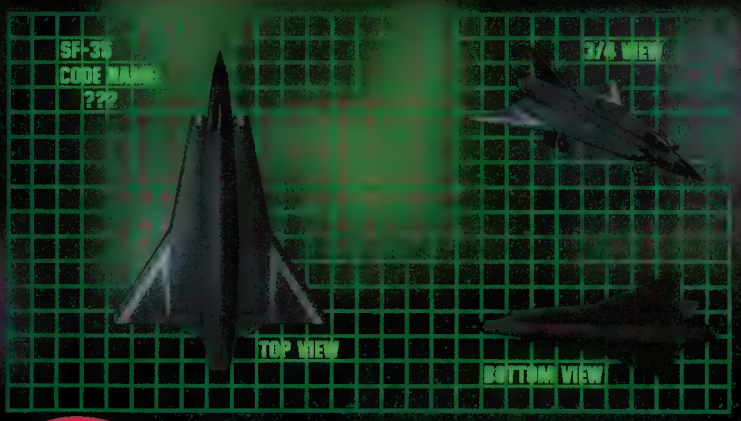


STATISTICS

Weight	22,000 - 30,000 kg
Length	21.935 m
Height	5.932 m
Wingspan	14.70 m
Speed	1,486 km/h
Range	4,000 km

SF-35 EXTRA

This is a sweet-looking plane; with it's broad shoulders and thick neck it forms a paradigm for statuesque shape in fighter planes. Although you'll have a hard time recognizing this from a lateral perspective, once you witness its lovely lines from above you will know elegance first-hand. The SF-35s main strength is its high stability rating; which will allow you to make slow speed maneuvers without as many of those nasty stalls dirtying-up your tactical plate. Its secondary amplitudes are in the areas of power and ground attack. The SF-35 has decent ratings in these areas, but overall it must be considered just an average plane. The looks of this aerial aphrodite are much more impressive than its fighting abilities (a lovely craft, not a fighter).



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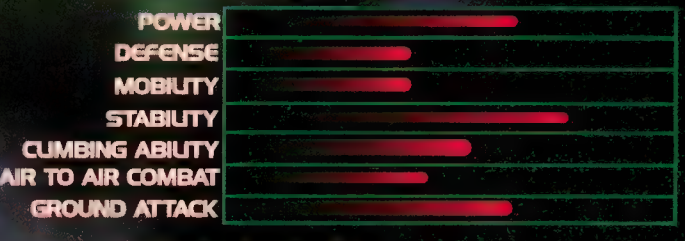


STATISTICS

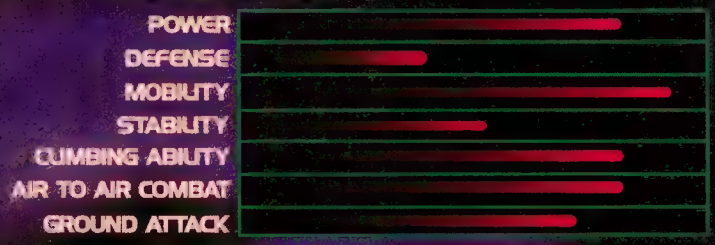
Weight	7,425 - 16,000 kg
Length	15.35 m
Height	3.89 m
Wingspan	9.40 m
Speed	1,238 km/h
Range	3,500 km

PLANE OVERVIEW

EXTRA SF-39

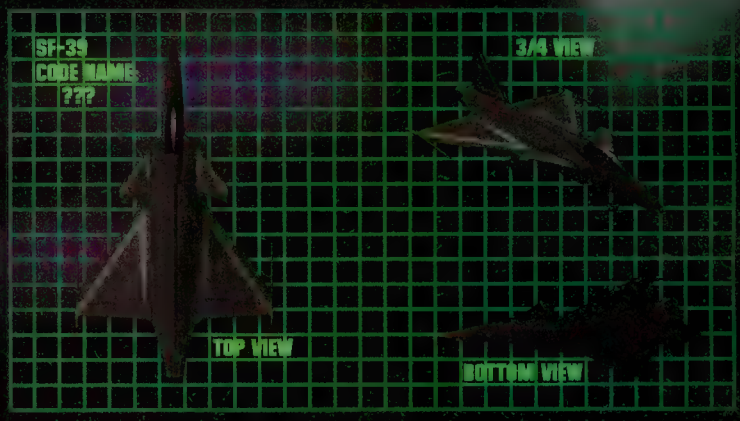
This typically-designed plane pales greatly in appearance to its cousin the SF-35, but in the performance category it more than makes up for being the ugly duckling of the formidable SF family. The SF-39's main strength is insanely nimble movement ability, due to it having a nine rating on mobility. This baby can turn a better trick than almost any other plane in the whole game; leaving the poor bogey pursuing it in a blubbering state of bewilderment. It has to add to this strength, superlative ratings in propellant power, cloud climbing, multi-level missile attacking, and somewhat rigid stability. The only weakness, which is due in part to the construction requirements needed to produce the mouth-dropping marks it attains, is it's less than mediocre defense. But with a plane this good, you have no excuse for allowing anything to even barely touch you, except the atmosphere you rip and shred your way through as you fight like a rapid, rabid dog.

ABILITIES



STATISTICS

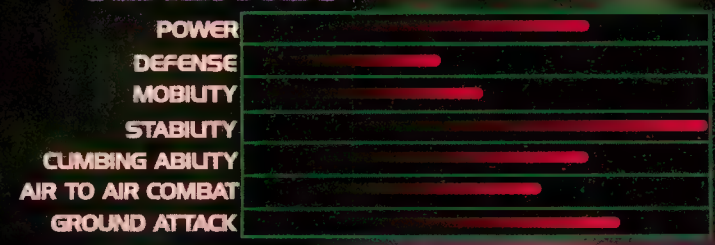
Weight	8,000 kg
Length	14.00 m
Height	Classified
Wingspan	8.00 m
Speed	1,366 km/h
Range	3,000 km



EXTRA TND-F3

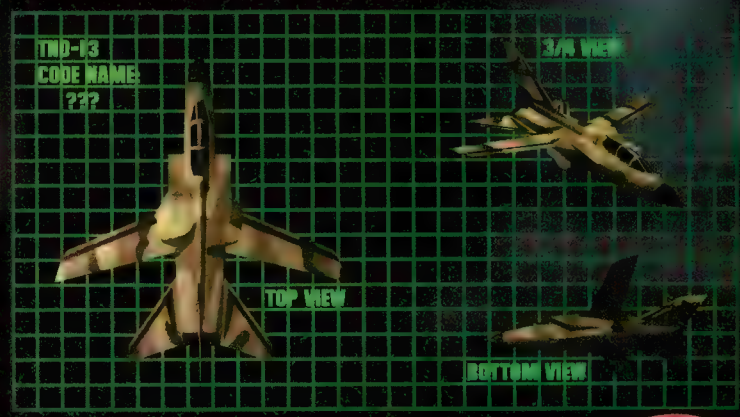
This fighter, which resembles a grass-stained paper airplane, is the cause of great difficulties in one of the later missions. In "Bear Tracks" the TND-F3s you encounter there are overly likely to pull an extremely tight turn out of nowhere, much to your distress. They are able to do this because of the nearly perfect stability the genius engineers of this plane designed into it. All the other planes are rated in stability by how well they compare to it. It has the best stability rating possible, allowing the pilots lucky enough to fly this plane (which may be held up by the very hand of the Aeolus himself) to eliminate "stall" from their vocabularies and during-flight considerations. This is supported well by above-average capabilities in power, climbing, and ground target decimation. Paper airplanes around the world have found their leader.

ABILITIES



STATISTICS

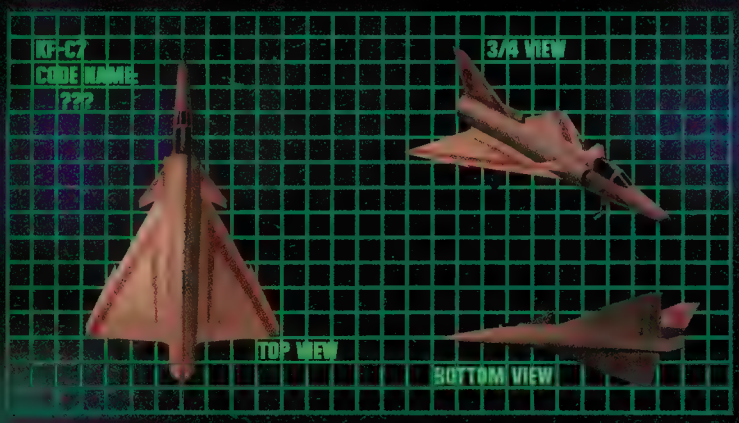
Weight	14,501 - 27,987 kg
Length	18.68 m
Height	5.95 m
Wingspan	13.91 m
Speed	1,299 km/h
Range	2,850 km



PLANE OVERVIEW

KF-C7

The KF-C7 is a fighter jet with an interesting design. It's outline is exceptionally sleek and well-defined with baby wings ahead of the real ones. This, coupled with its rocket-like back-end, enable it attain an almost unmatched level of stability, but this comes with a large sacrifice of mobility. Unfortunately, it is lacking in most other respects (in addition to the aforementioned loss of mobility), and is not recommended for use in most instances. It has a 64 missile limit which doesn't help matters either. If you like its design, or are in for a challenge, then feel free to take to the flak-covered skies in this plane, but you've been warned.



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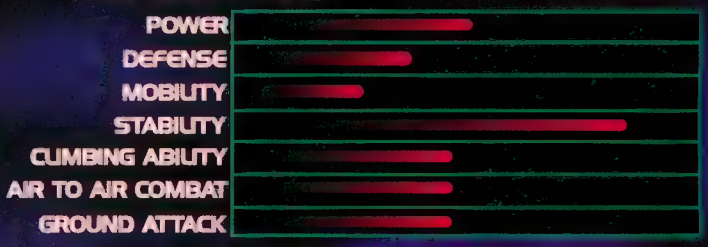


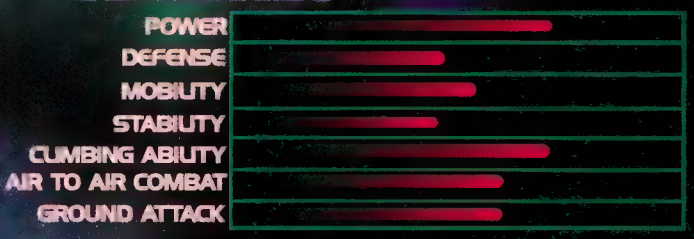
STATISTICS

Weight	10,900 - 16,000 kg
Length	15.55 m
Height	4.25 m
Wingspan	8.22 m
Speed	1,239 km/h
Range	3,875 km

R-MOI

This rodent-colored plane obviously comes from a similar mold to the one that the EF-2000 sprung so happily from. This sharply-colored, pointy-tipped plane has attributes comparable to the heralded EF-2000; so the resemblance between the two doesn't end at their shared looks. This plane falls short in most categories when compared directly to the EF-2000 and should not be picked over its heavily computer-assisted cousin. The only area where this spritely bird outmatches the EF is stability; which is not surprising since the EF-2000 requires electronic stabilizing by powerful processors. Choose this plane for something different, but if you have the EF-2000 already, don't even buy this.

ABILITIES



STATISTICS

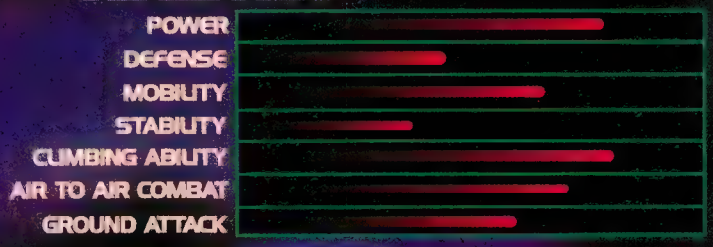
Weight	14,501 - 27,987 kg
Length	15.3 m
Height	5.34 m
Wingspan	10.9 m
Speed	1,366 km/h
Range	4,000 km

PLANE OVERVIEW

EF-2000

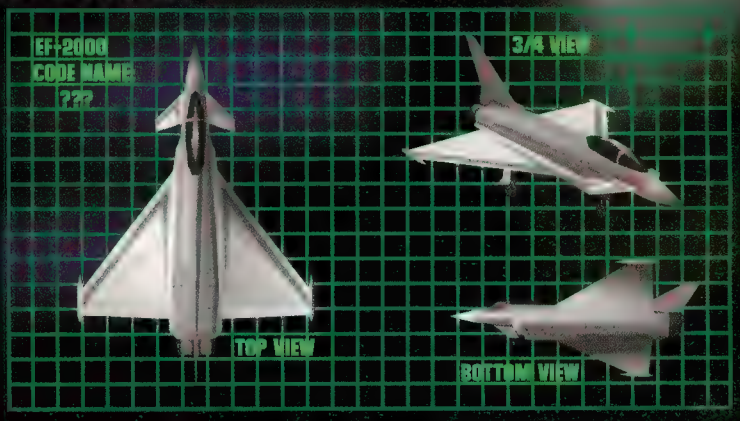
The EF-2000 will appeal to the aesthetic eye of quite a few of the readers of this book. It's a sweet little plane with slick performance to match, but it may look like a toy, or at least not as macho, in comparison to some of the other violent, villainous, vertigo inducing, skyward death traps. This relatively new warcraft's prototype was first flown in 1994, and I'm sure it was love at first flight. Although originally created to be an air-superiority, air defense fighter, now it's air-to-surface strengths are emphasized more than the ones requiring less finesse. The odd fuselage of the "EuroFighter-2000" doesn't come without a price, in the form of being a fly-by-wire plane in order to make it flyable. The advantage of its radical design is the elite-level of agility it possesses in it's triangular wing sections. This is an extremely light plane and is difficult to pick up on radar, even though it it does not employ any stealth technologies. The computer control makes this plane impossible to stall or overstress (in real life that is). It is said that the only fighter with demonstrable superiority to the EF-2000 is the F-22 (but it lacks the ground target ability and costs twice as much). Well, in this game it ranks around the middle of the pack.

ABILITIES



STATISTICS

Weight	9,750 - 21,000 kg
Length	14.50 m
Height	4.00 m
Wingspan	10.50 m
Speed	1,366 km/h
Range	1,112 km



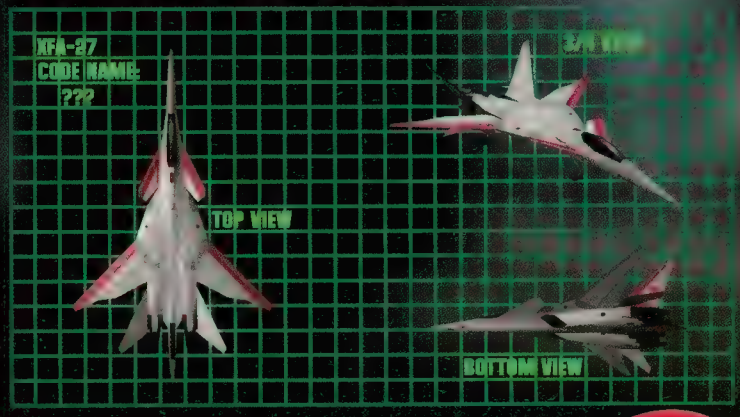
EXTRA XFA-27

This is the future of supreme air-superiority fighters! The plane, which resembles a interstellar fighter from some tremendously technologically advanced alien galaxy, is a flyable prototype of what is to come. Wars will someday be won by slickly bodied flyers bearing the XFA-27 moniker; which will be screamed by the victim pilots as they wrench their heads in terror before being blown to bits by the danger that was present, but not detected early enough. It goes without saying, by a quick "stat-struck" glance at the characteristics below, that this craft, by a long way, is the finest flying fiend fryer in the entire game. This could possibly be said in reference to any game with its quad-missile firing capability, but lets stick to the subject. This prize is a pleasant surprise for only the most skilled and comprehensive ace pilots. Have tanker loads of fun and frivolity with this unworldly fighter; you've earned the right to it.

ABILITIES

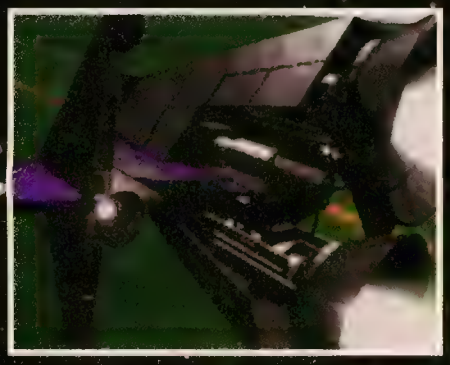
STATISTICS

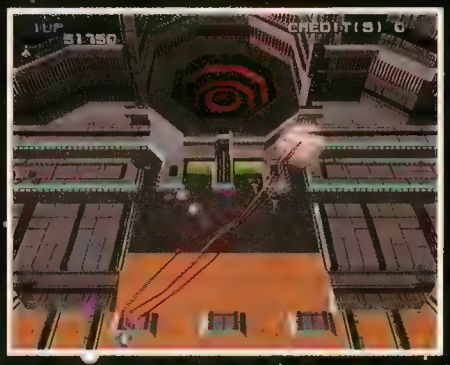
Weight	Classified
Length	Classified
Height	Classified
Wingspan	Classified
Speed	1,614 km/h
Range	Classified



SPACE HAS ALWAYS HAD THREE DIMENSIONS.

SO WHY HAVE SHOOTER GAMES ONLY GIVEN YOU TWO?





Introducing a new dimension in shooters - Xevious 3D/G+. A spectacular 3D shoot-fest, where it's you and all your new, improved interstellar weaponry against an entire galaxy of tough, nasty aliens. You get Xevious 3D/G, plus three other classic Xevious games. (Little alien caskets sold separately.)

PlayStation

AGES TO ADULTS
CONTENT RATED BY ESRB

POWERED BY namco

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MISSION FLOWCHART

In this section, we have a flowchart showing you the order of operations and where each mission splits leading to others. The boxes in yellow refer to operation "A"lphaville and the blue refer to operation "B"ellissima. We hope that this chart will help you in the tough battles that lie ahead! Good luck!

Interception of Invasion Unit

Allies
1 Aircraft Carrier
10 Base

Main Targets
2 B-1
3 B-1
6 B-52
7 B-52

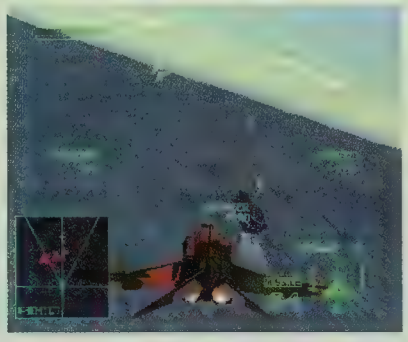
Secondary Targets
4 A-4
5 A-4
8 F-4
9 F-4

"The interception of an invasion unit - It's a rush sortie mission. We have received info that an enemy invasion unit is approaching our front base. It's a small unit with bombers as its main force. Take off immediately and shoot them down! Target: B-52 Bomber unit. Good luck!"

This is your first mission, rookie, so listen up. Our enemy has decided to start the fight, but before we can get at him we first have to defend against the threat they have sent to attack our front base. Don't worry too much about this small bomber unit dispatched toward us as they're fairly weak. This mission will give you a chance to practice what you have learned in cadet school. Go get them rookie, and do it with style!

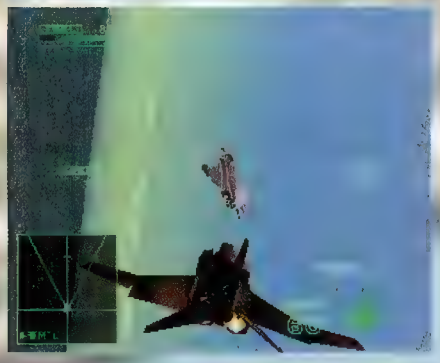
1 The carrier is your friend.

Check the information on the area being contested and you'll see flight skill and position of all friends and foes present. What you'll notice, that wasn't told to you in the briefing, is that a friendly warship (a pleasant oxymoron don't you think) is afloat in the sea nearby our base of operations. Don't sink this seacraft thinking it's an enemy ship that escaped the commanders' notice (Hey, give 'em a little credit). The carrier isn't just there searching for treasures of the deep either. It will attempt to help you defend the base (although it is a bit ineffectual at downing planes) by letting go of a few rounds in the bombers' general direction. You can keep track of your little friend by watching the blue square on your radar screen.



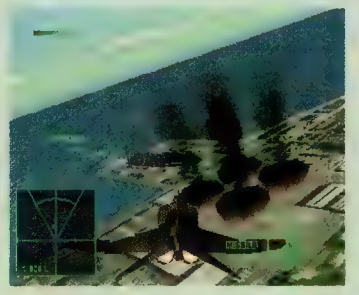
2 Killin' for cash!

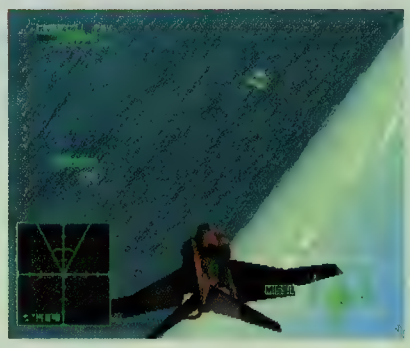
Be sure to take out all the airplanes on this mission. Even though our base is under a ruthless and cowardly attack, you don't have to rush. Get some combat time under your belt and some cash in the pockets underneath it, by missile tackling the bombers' escorts before completing the exercise. You are up against the same planes you already have in your hangar—the A-4 and F-4; so the match-up is a just and fair one. Concentrate on mastering the fundamentals (e.g., not stalling), young gunner.



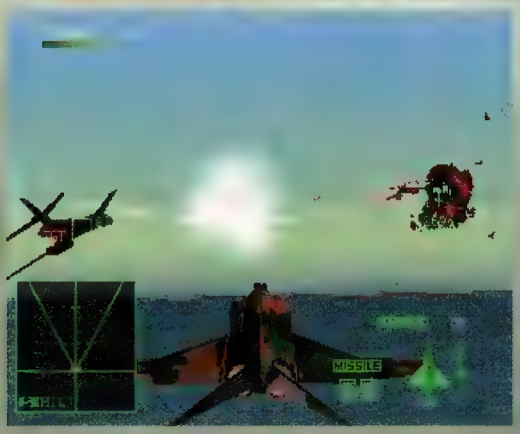
3 The F-4 is the star of the show!

I recommend the F-4 Plane for the first mission in your soon-to-be illustrious career. It's a faster plane than the A-4 and is somewhat better suited for canine-scrapping. The F-4's slightly higher defense and mobility will increase the chances of survival and success in your maiden flight. Remember to be careful about letting a brazen bogey tail you, as incoming missiles will follow soon after (bearing your name in capital letters).



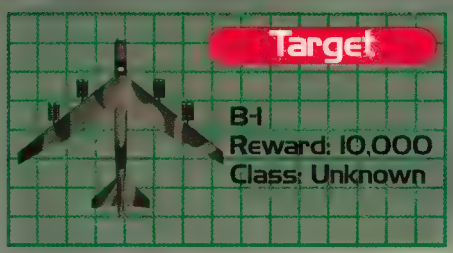


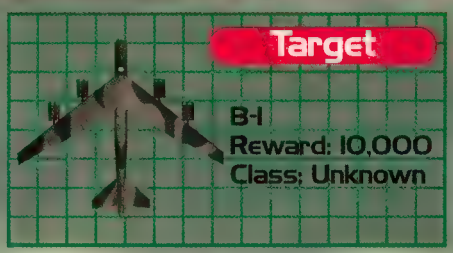
4 Danger! Bombers heading our way!

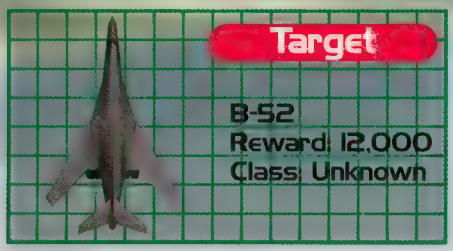


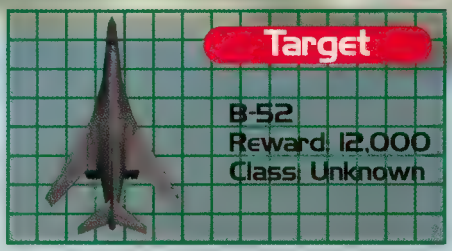
Please note: You do not have to save the base from any and all destruction. You are supposed to defend the base and rescue it and the soldiers within from certain agonizing peril. You actually have as much time as your fuel tanks have go-juice. If you feel it absolutely necessary to reduce the damage to the front base, then quickly down three of the bombers soon after the mission begins. There are only a few factors to fret about during bomber busting. First, don't overshoot the big, slow, beasties of the skies (bombers are not made for fast flying, matey). Second, be wary of the B-52's rear gunner sections. You'll probably take as much damage as you produce if you try to kill them with your machine guns. Play it safe and sane by using three well-targeted missiles from a nice distance. And finally, don't be so occupied with red-eyed revenge that you ignore all warnings and receive back-door justice of the guided missile variety. If a bogey has a lock on your bun, BREAK OFF IMMEDIATELY, and set up another approach.

Enemy Aircraft

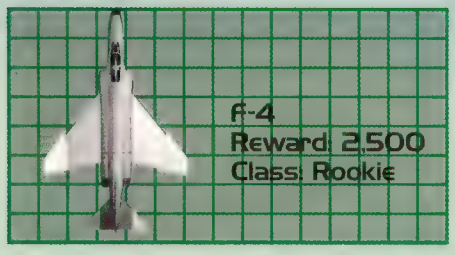


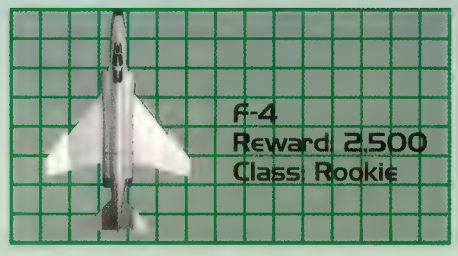


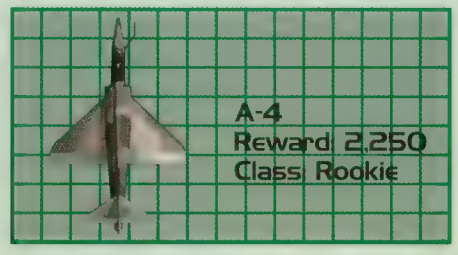


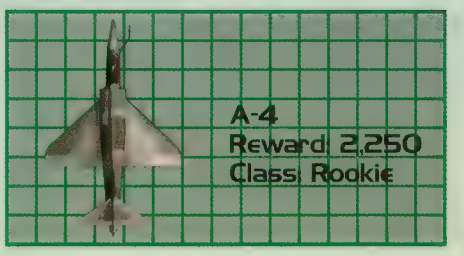


Enemy Aircraft Continued

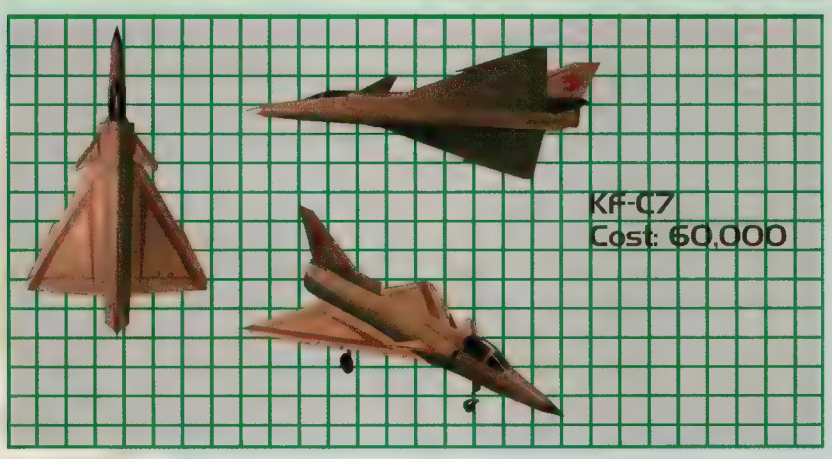








Post-Mission Arsenal



Best Times

Easy	Normal	Hard
2:10:35	1:59:10	3:54:76
Pilot: Blinky	Pilot: Reckonizer	Pilot: Reckonizer

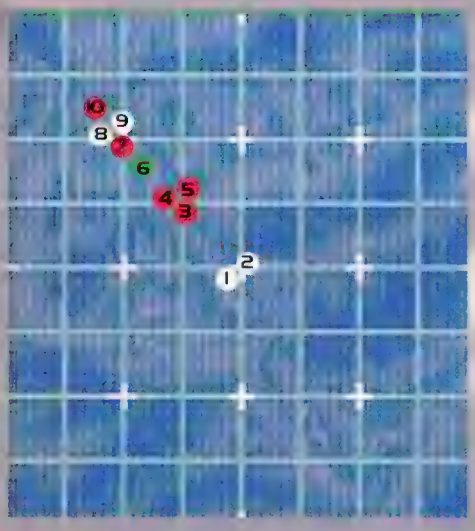
"Knock 'em in the snow!"

MISSION CODE: 08777 45PJB

Time: 10:38

EASY MONEY

Pursuit of reconnaissance unit



Main Targets

- 3 C-17
- 4 C-17
- 5 C-17
- 7 E-767
- 10 E-767

Secondary Targets

- 1 MiG-21
- 2 MiG-21
- 8 F-4
- 9 F-4

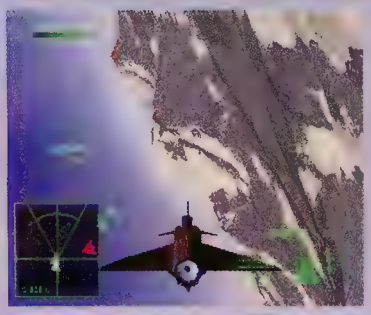
Skilled Targets

- 6 F-4 SUPERFLY

"Pursuit of reconnaissance unit - Our forward base reports radar contact with an enemy unit in flight within the mountain region. Their formation indicates that it seems to be a reconnaissance unit sent to investigate our movements. We need you to take care of this dangerous situation. Target: Enemy E-767 early-vigilante plane unit. In addition to the early-vigilante plane, the escorting fighters are poised to strike. Keep your back covered!"

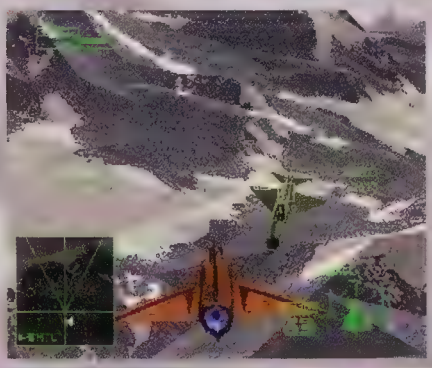
Our opposition is trying to check on the damage their spineless surprise attack caused. But, unlucky for them, we've spotted their "gloating party," and now we are going to have much reason to feel confident and proud before this day's sun sets for the night. In this untouched arctic wonderland you will fly off and make permanent visitors of the recon unit. Once they've become part of the numerous snow white mountain tops, our offensive actions against those who would try to defeat and harm us will commence. Read on rookie, and learn what needs to be done.

1 Flying in a winter wonderland!

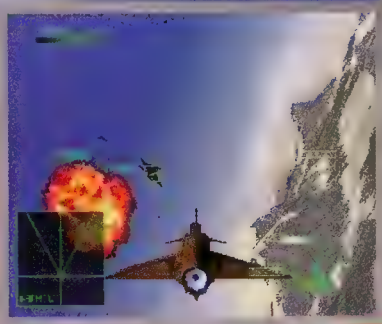


The theatre for this battle is a secluded arctic mountain locale. You may feel that the scenery is beautiful, but one sudden, unexpected crash landing into one of those creamy-colored mountains will change your naive outlook drastically. Be careful when performing loops, side loops, or slow turns. One stall is all that's needed to end your mission, much to the delight of our ruthless rivals. Also be wary about flying, and especially turning, at low-altitude; as one of the many snow-capped obstructions will quickly intrude upon your plans.

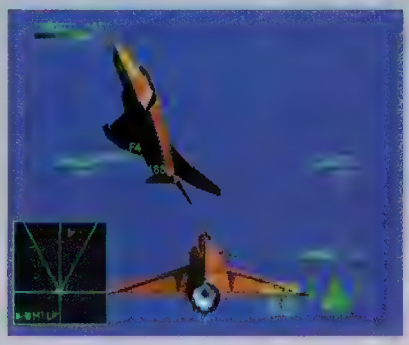
2 Snowflakes and Bogeys!

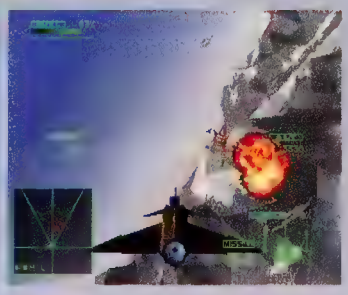


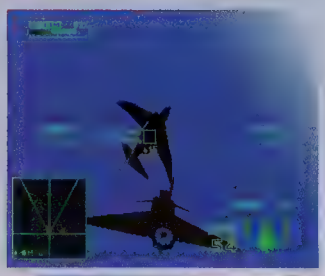
This mission is much like the first in that there are fighters defending some relatively slow and harmless planes. Just like in your maiden flight, it is a good idea to execute the supporting bogeys before executing the mission objectives. This puts money in your bank account and experience under your consciousness (allowing you to fly well subconsciously). You begin this test of wills and skills on a collision course with your targets and their defenders. If you're quick, and good, you may be able to blast a couple of the barreling bogeys as they zip past your cockpit. After that you should start maneuvering each plane's tail so a double missile combo can be set up.

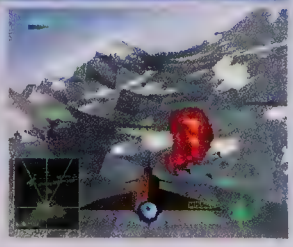


3 A guy named "Superfly"!







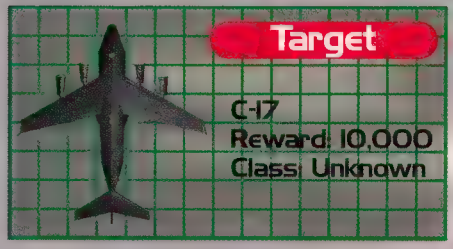


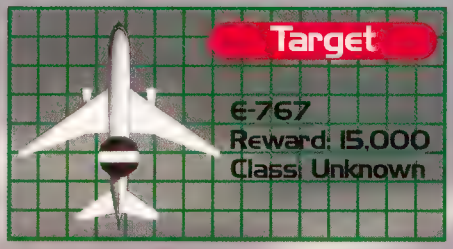
Time for your first real life-threatening test. This is the first mission that has a special "command" ace present in the fighting theatre. These fighters are of a higher ability level than the pilots of the other planes present, and thus are more difficult to neutralize with the flaming projectiles you have to work with. While "Superfly" isn't as challenging as later and more devious "command planes" he is G-resistant enough to out-maneuver even the surest lock-ons consistently. Don't get frustrated, get even with a little bogey bug killer called PATIENCE. Only let the missile mayhem begin when he's not turning and you are nearly directly behind his slippery bird's tail. Shoot missiles in a spaced pattern; this way if you miss (due to a sudden body compressing turn by "Supersly") only one missile will be recklessly wasted.

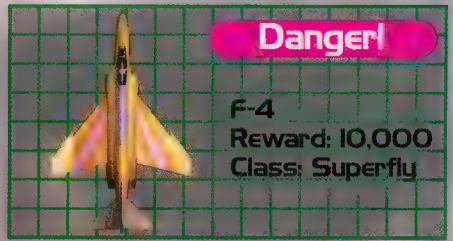
4 Easy as pie!

Now that all the distracting flying appetizers are spectating from the ground you can start working on the main course... the E-767s and C-17s. Attacking the main victims... er, 'targets' is even easier than the first mission's elementary elimination of the bombers attacking the front base. In the mission before, one type of bomber had rear guns which may have been a cause for mild maneuvering on your part, but in this exercise these recon jets are completely helpless, so no such threats exist. As long as you don't crash or find some other way to fail, you'll wrap-up this mission in no time at all.

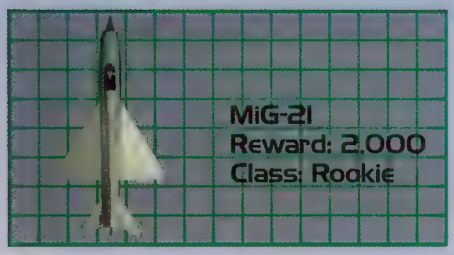
Enemy Aircraft

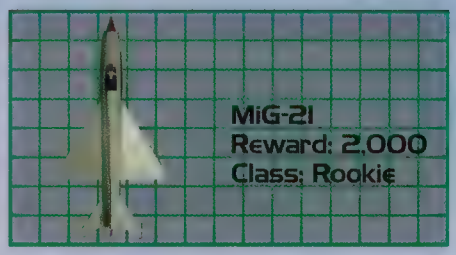


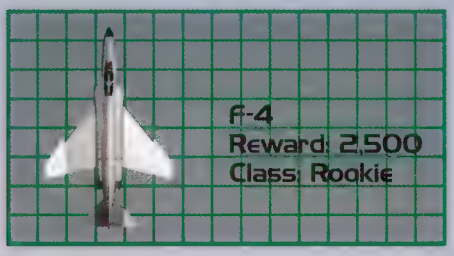


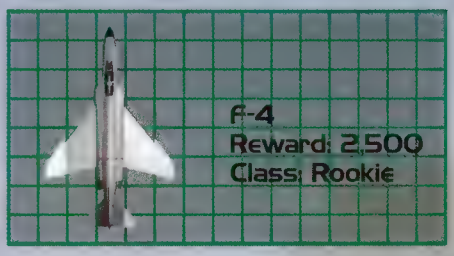


Enemy Aircraft Continued

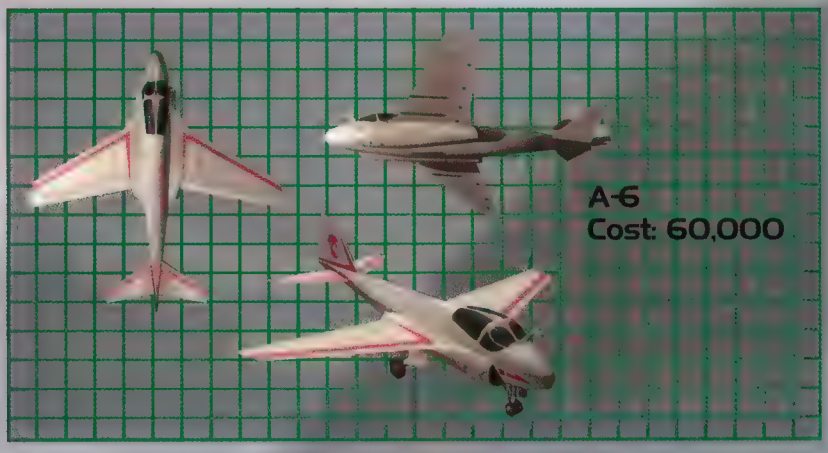








Post-Mission Arsenal



Best Times

Easy	Normal
3:30:15 Pilot: Pauly	3:15:16 Pilot: Reckonizer

Hard
3:35:83 Pilot: Reckonizer

"Missile locked on the carrier!"

MISSION CODE:0089946JTL

Time: 1555

CITY ON FIRE

Surprise attack on the supply bay

Main Targets

10 CARRIER

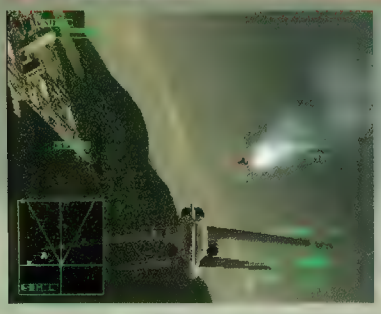
Secondary Targets

1 A-4
2 A-4
3 AH-64
4 TRANSPORT
5 TRANSPORT
6 F-16
7 F-16
8 F-16
9 A-16
11 A-4
12 A-4

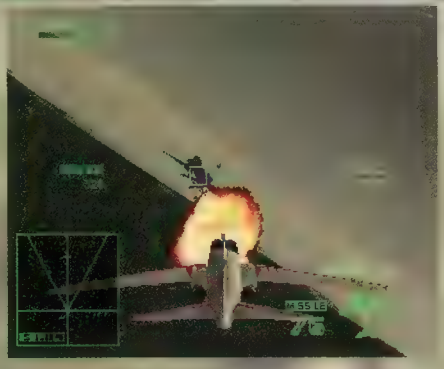
"Surprise attack on the supply bay - We have received information that an enemy aircraft carrier has entered a port in Anchorhead Bay and is now re-supplying. When completed, the enemy will develop an operation at sea with the carrier as their main force. We will make a surprise attack on the carrier and the supply facilities while the enemy re-supply operation is in progress. Target: The enemy aircraft carrier and all supply facilities. The bay is alive with anti-aircraft fire, and we have reason to believe there will be a warship accompanying the carrier. Extra precaution is necessary at the time of attack!"

After the feeling of violation you felt during the aftermath of the first mission you can now achieve some measure of redemption. The theatre for this battle is a well-developed coastal city with a muddy-watered bay adjacent to it. The rendering of this city may impress you but the hazards of the sky-nicking buildings are real. This is especially true when you are risking low-altitude flight whilst enjoying heavy artillery barnstorming (ground targets being introduced this mission). Keeping ahead of the ground and air forces of our crafty enemy will be a challenge, but the tips that follow will allow you to pass this test with flying colors!

1 A-4 and F-16 chase!



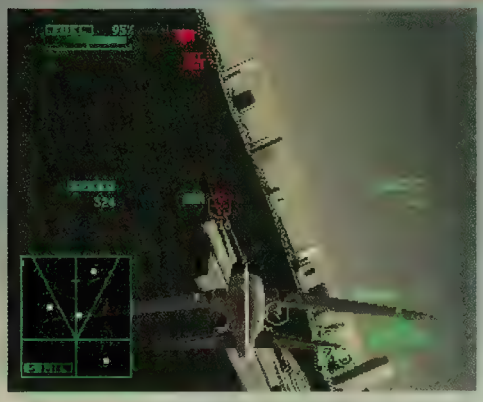
At the start of the level your presence has just been noticed by the A-4 and F-16 guard dogs patrolling and protecting the enemy's Anchorhead Bay operations. Avoid any head-on missile deliveries from these adversaries, and soon after passing them, maneuver behind them and systematically take 'em out of the skies. The A-4s are no different from the ones that have already met their doom at your gloved hands, but the F-16s are a new beast all together. You have to show some patience and judgment when facing planes that can out-strip missiles while making a high G turn, which F-16s are fully capable of. Tail 'em until you've broken their spirits and they stay still enough for you to put them out of the game.



2 Machine gun frenzy!

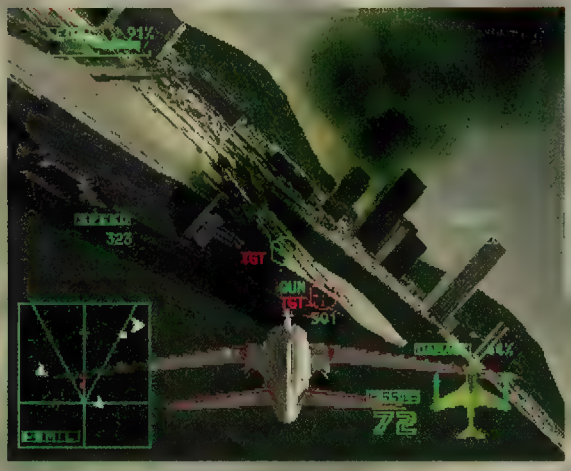
You finally mastered aerial dogfighting and thought that your worries were over. But wait... What's that shooting at you from below?! Sorry to inform you of this my young student, but it's time to learn a new skill. Ground or sea-based targets have defenses that must be dealt with in a highly explosive fashion; much like their air target brethren. Make a deadly dive toward your gun-toting target, keeping your prey as close to the center of your sights as possible. As soon as the missile guidance computer achieves a lock, release one of the anxious-to-destroy missiles you possess, and then pull out of the dive with a wing-spraining climb. If you miss, begin to evade the machine gun fire that will surely be already on its way.

3 Lining up bombing combos!

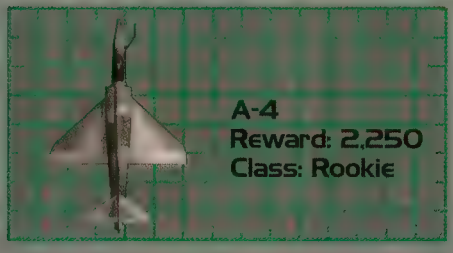


Once you have cleaned up the first air and ground-based enemies you will proceed to the main theatre of war; the bay itself. Waiting to meet, greet, and then beat you are many ground-based guns and two transport ships docked in the bay. Numbers are usually an advantage, but stationary targets pitted against one of the finest and most beautiful fighter jets to exist don't stand a chance. The reason why is that any pilot worth his flak-scared wings will set up passing paths that allow him or her to disassemble two or more targets each time. Note the placement of the targets that are backing up the one you're about make go away, and plan how to attack another enemy during the same pass. Lastly, if the victims are close together you may have to switch targets immediately after sending the Grim Reaper towards the first.

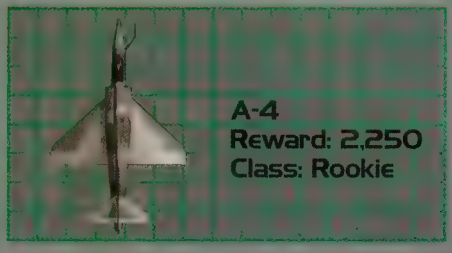
4 An unwise pilot makes the Carrier scarier!



The enemy aircraft carrier is the main target in this mission, and although stationary, it still packs a few heat-seeking punches. By this I mean that it has two missile launchers installed upon its deck which must be dealt with delicately. The normal way of diving has to be altered somewhat. When sweeping missile launchers from the war zone always fire your missiles as early as possible and evade immediately after you give that missile its orders. If you are hit by one (or more) of their mauling missiles you will surely perish in the sea, since the impact will typically send a fighter barreling downwards. At low-altitude, this equals destruction or worse (for those with over-active imaginations).

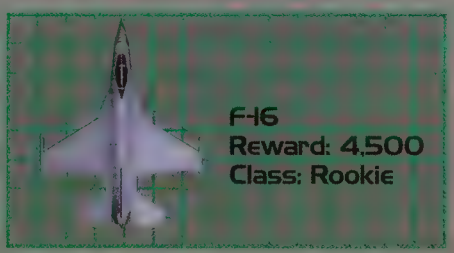


A-4
Reward: 2,250
Class: Rookie



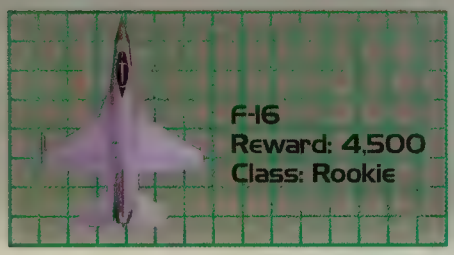
A-4
Reward: 2,250
Class: Rookie

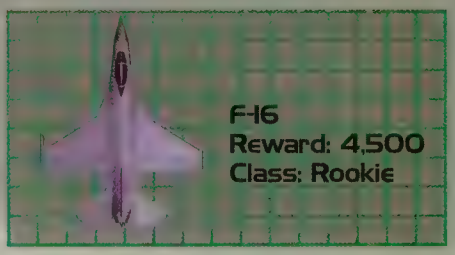
F-16
Reward: 4,500
Class: Rookie

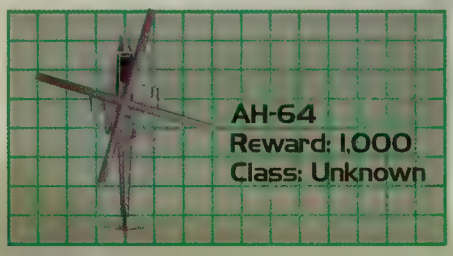


F-16
Reward: 4,500
Class: Rookie

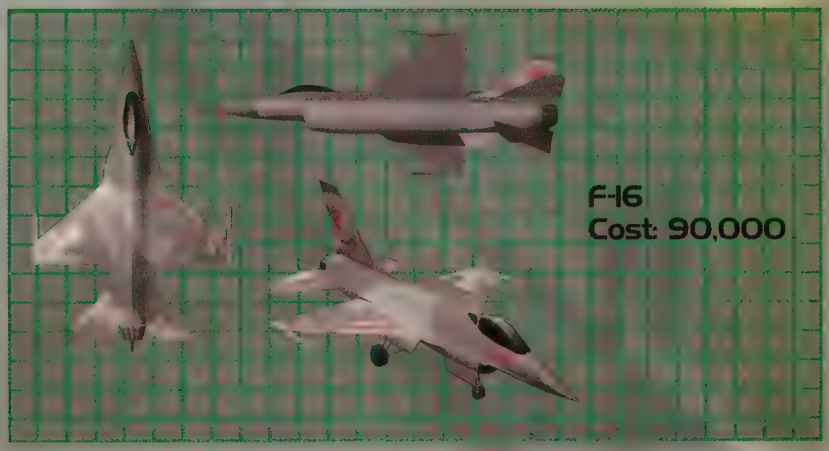
Enemy Aircraft Continued







Post-Mission Arsenal



Best Times

Easy	Normal	Hard
4:34:41	4:11:56	7:48:06
Pilot: Pauly	Pilot: Reckonizer	Pilot: Reckonizer

"The Castle is heavily guarded, so be careful!"

MISSION CODE457237753ALL

Time 0539

TIN CASTLE

Attack on the front base

Main Targets

- 3 TOWER
- 6 CASTLE THE KEEP

Secondary Targets

- 1 A-4
- 2 A-4
- 4 F-16
- 5 F-16
- 8 A-4
- 9 A-4
- 10 F-16

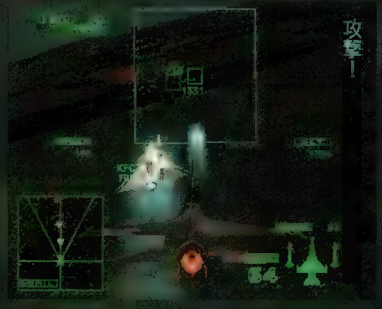
Skilled Targets

- 7 MiG-29 RICOCHET

"Attack on the front base - By analyzing the enemy's strike pattern, our intelligence division has successfully determined the location of the enemy's front base. The operation's target this time is to attack the base and halt the enemy's fire power in its front lines. Target: The enemy's front base. The enemy has commandeered an old castle in the hill country and is now using it as their fortress. Watch out for an attack by the enemy bombers and take extra precaution against anti-aircraft fire. Beginning with this operation escort planes will be available to aid you on your missions should you require assistance. Think about each situation carefully and give strategic instructions to each plane before take-off. Good luck!"

You'll need more than luck to instruct your wingman correctly; if you choose to use one my young apprentice ace pilot. Not only do you have the cracked brick castle to tend with, but a command plane is lurking hungrily about, waiting for some fresh bird meat to dig into. This churning green countryside is creepily calm before you arrive, although there may have been many wars here long ago. This mission is executed during the night silence, but visibility is surprisingly clear so you have no excuses for failure. But don't allow the complexities of this situation to ruffle your fighter's metallic feathers; just get in there and give 'em hell in a handbasket!

1 The fabulous fighting duo!



A wingman is necessary for those who need help with certain missions - usually you'll need a wingman only before you've had practice on a troublesome operation. If you choose to employ the aid of another you shouldn't be ashamed, nor should you acknowledge the gibes made by the other pilots in the locker room. We've all needed help at one time or another, and if you can afford to use this option, go ahead and use it. The wingmen ARE effective. They can actually take out other fighters and aid you by shooing away bogeys that would try to light up your tail. Which order you give is entirely up to you in this mission since it doesn't require any brain-frying strategy to succeed.

2 "Ricochet" is the only way!

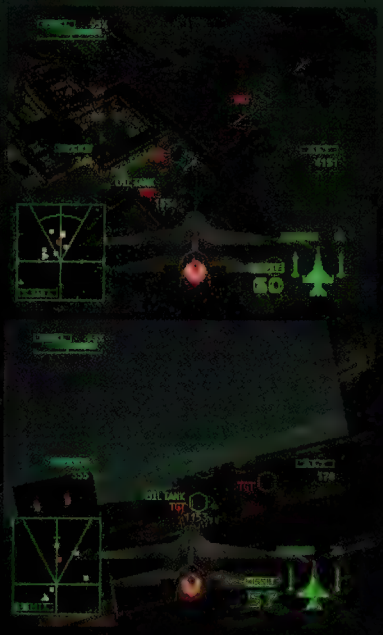
Your challenger for dogfighting supremacy is the ace pilot of a candy-striped MiG-29 nicknamed "Ricochet." As with the other command plane you tussled with already - the "Superfly" - this plane and pilot combination create a sizable sky-based problem that you must deal with. The "Ricochet" can be quite difficult to get a bead on, and you may have to remain on his tail through many attempts to shake you off. Don't be fooled! And don't forget that it takes THREE missiles to make him bounce off the earth's surface like his name suggests he should. Copy his every move, and when a missile opening presents itself strike fast and hard.

3 Aah, the sounds of war!

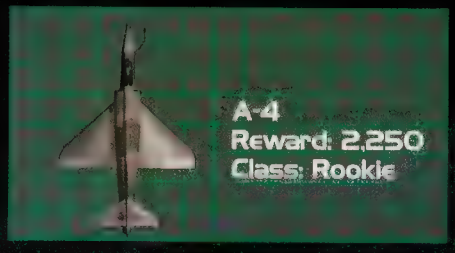
Just like the mission before, you have a situation with many stationary targets pleasantly congregating in one big juicy hot-spot of destruction and chaos. Try with all your might to blast to smithereens at least three military elements during each high speed strike you make, but remember to watch your altitude and speed. The outside forts - the ones with a gun emplacement on each corner - will give you an opportunity to refine your rapidly increasing technique, by challenging you to get all four rapid-fire adversaries in one blissfully orchestrated aerial strike.

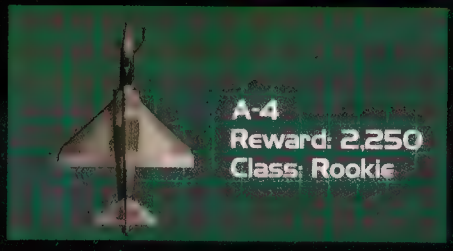
4 Castle raiding in the springtime!

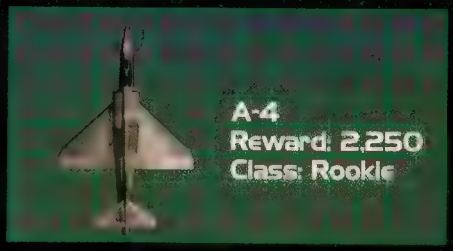
Don't allow yourself to be caught up in the wonder of the splendid castle that you must attack. Quick thinking may be necessary in order to recognize targets behind buildings (which can't be shot until they're out in the open), or to read the type of target you have a lock-on. The castle can be confusing if you try to swoop in at a very low flying height so try a diving trajectory instead. Be careful! Use the developing expertise you've gained so far (like causing mass destruction in a single pass!) to give the enemy an impression that they're being annihilated by a swarm of fighters (instead of only one ace aviator)!

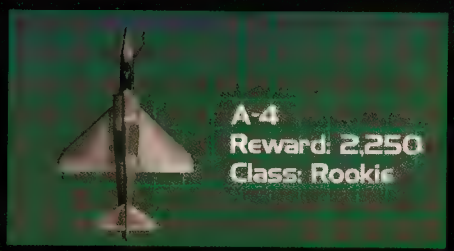


Enemy Aircraft









Enemy Aircraft Continued

Danger!

MiG-29
Reward: 12,000
Class: Ricochet

F-16
Reward: 4,500
Class: Rookie

F-16
Reward: 4,500
Class: Rookie

F-16
Reward: 4,500
Class: Rookie

Post-Mission Arsenal

X-29
Cost: 85,000

Best Times

Easy	Normal	Hard
1:30:05	2:01:66	2:20:48
Pilot: Pauly	Pilot: Reckonizer	Pilot: Blinky

"One wrong move and you'll be in the water!"

MISSION CODE2000445KCB
Time 1624

OPERA HOUSE

The destruction of the offshore oil field

Main Targets

3 Oil field	12 Oil Base
4 Oil field	13 Oil Field
7 Tower	16 Oil Field
8 Oil Tank	17 Oil Field
11 Oil Field	20 Oil Field

Secondary Targets

1 MiG-21	9 F-16
2 MiG-21	10 F-16
5 F-16	18 MiG-21
6 F-16	19 MiG-21

Skilled Targets

14 SU-25 D.COWBOY
15 SU-25 D.COWBOY

"The destruction of the offshore oil field - We have obtained data regarding the enemy's offshore oil field facility from the wreck of a fuel tanker sunk at the time of attack. According to the data retrieved, the offshore oil field facility is large, composed of several oil field plants and refinery bases, and is considered to be an important facility for the enemy's fuel supply. Make an immediate sortie and destroy it! Target: The offshore oil field facility and refinery bases. A part of the oil field is heavily fortified to fend off our attacks. Try not to get caught in enemy fire! Beginning with this operation, escort planes will be available to aid you on your missions should you require assistance. Think about each situation carefully, and give strategic instructions to each plane before take-off. Good luck!"

Our enemy spitefully chose another sublime piece of Mother Nature's world upon which to construct military facilities which are ugly and disgusting. By its very presence, this oil field is offending us and poor, frequently forgotten Mother Nature. Unfortunately, your mission will add to the pollution and environmental damage caused by these putrid pumping juggernauts, as you go in and dismantle 'em 'detonation style'. But once the dust and molten metal has settled, nature will be able to proceed with the beautification of what used to be a pristine, sublime island oasis.

1 The wacky wingmen!

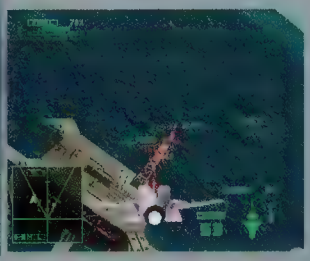
Now that the missions are getting tough and your reputation is improving, you can hire additional wings to aid you during operations. If you don't want, need, or can't afford the help, by all means pass up on the offer. If you do choose to beg for (er, hire) help, the commands you give should be based on your own abilities (of lack of ability in a certain area of expertise). If you get regularly squished like an unpleasant dropping when you are forced into a one-on-one doggie duel, order your wingman to watch your back (making him a "tailman" I guess). If you have more trouble with enemies that are low and stationary than those which float like fairies, then sic your supporting sky sentinel on the unsuspecting ground targets, or have him clean the skies above the main target.

2 Put on your seatbelts, this one's gonna be a rough ride!

Due to the menacing mixture of fortified sea-based targets and voracious sky-based defenses which include two (2!) command planes, the F-16 is the recommended agile, brawling craft to quell the enemy's iron storm. You will have to use some skill to down the planes in this theatre since they fly more evasively and aggressively than the rookie-ish pilots you've faced previously. Getting behind an adversary is more difficult because your opponent will be operating the same model of plane as yours. Annoying as this may be, you must persevere and use advanced turning (e.g., low speed, high speed, repeat type turns), trajectory tending (watching for changes in a plane's pitch, then blasting), and missile leading techniques to get a decent shot at the elusive airborne quarry you hunt. This is especially true of the "D. Cowboy" command planes present who require four missile connects each to grab their scalps.

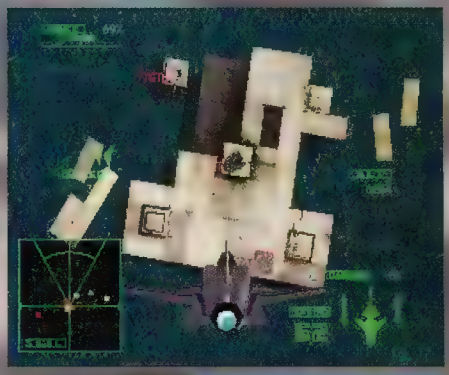
3 Watch your missile count!

If you keep missing while flying the F-16, your missile payload is going to become very light, very quickly. The F-16, although it's a fine plane and a challenging dogfighter, can only support a maximum of 64 missiles at a time. This means that if you're not so hot behind the glass windshield, you're going to be *sans* missiles before the resolution of this mini-conflict. If this happens, or in order to avoid this, you can use your machine guns on the oil fields; thus saving your guided bad intention bringers for the real fight in the skies high above. Simply line the plane's tip with the upper moiety of the oil field's tower and blast away (screaming primal roars as necessary).

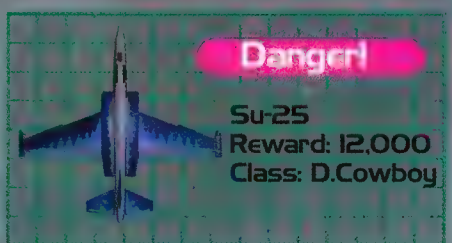


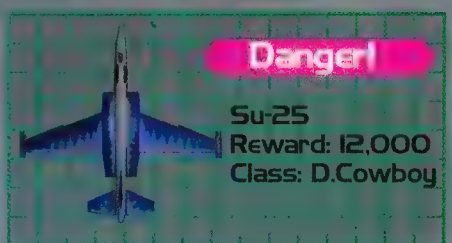
4 Let's visit the Opera House!

To accomplish this operation's objectives, you must destroy all the oil fields and the enormous, heavily fortified oil base Opera House. Smoking the oil fields is not all that difficult as long as you don't have any bogey-based missiles homing in on your tail section. It is recommended that you remove the air defenses before considering any type of surface onslaught. Opera House, on the other hand, is a slightly different story. You have missile launchers and guns to contend with (in addition to any warbirds that still fly). If you're flying fast enough you can still make productive passes with more than one target destroyed, but don't ignore the threat the missile launching ground dwellers create with their presence. Just stick and move!

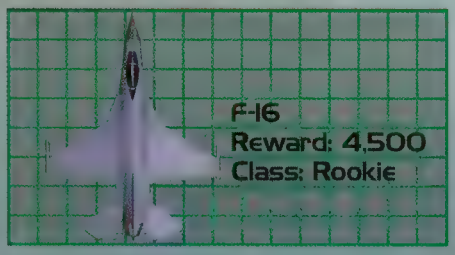


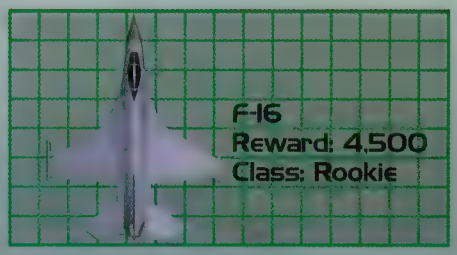
Enemy Aircraft

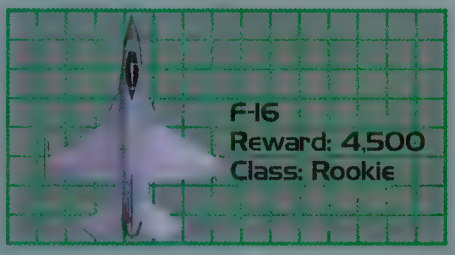


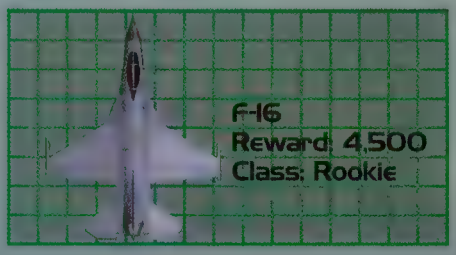


Enemy Aircraft Continued

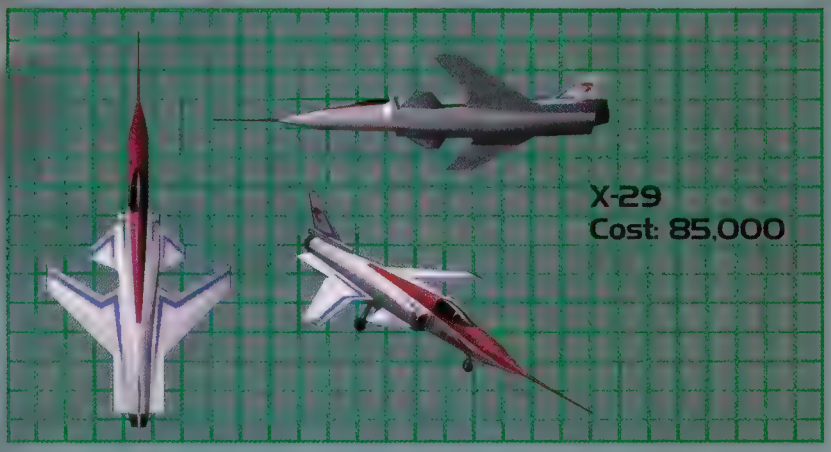








Post-Mission Arsenal



Best Times

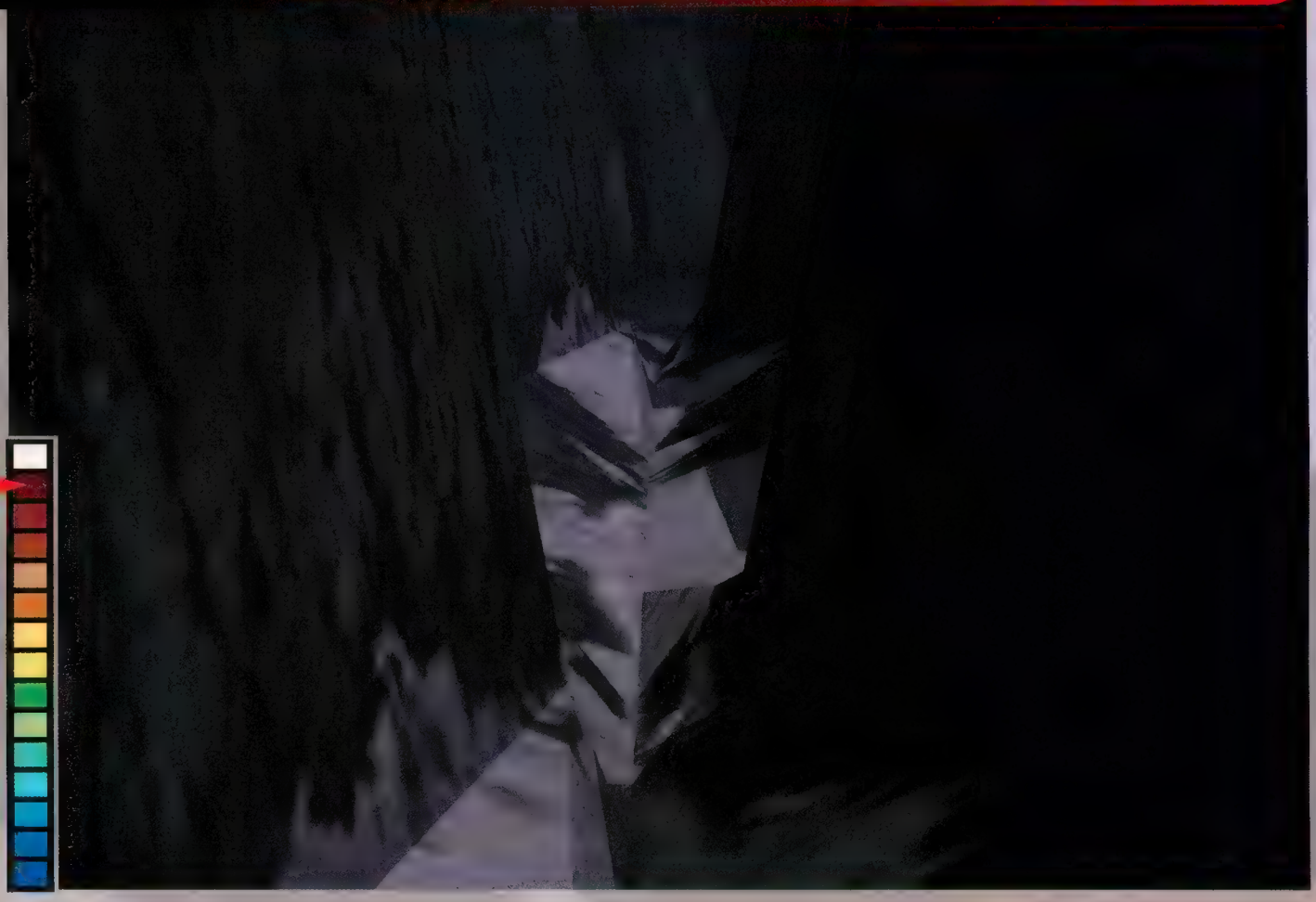
Easy	Normal	Hard
4:47:32	5:02:66	7:56:26
Pilot: P. Ratt	Pilot: Pauly	Pilot: Hikaru

"Watch the walls or you're toast!"

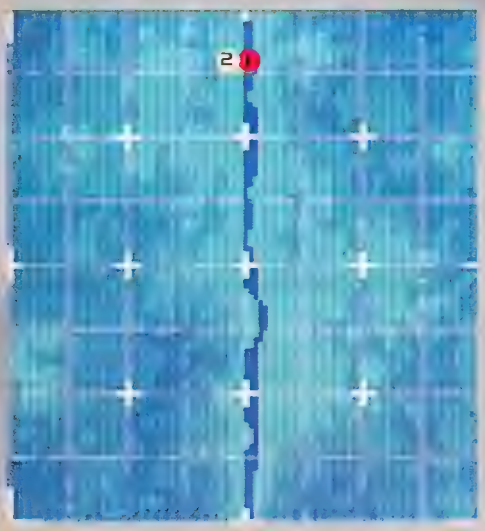
MISSION CODE:458825JJJ

Time 0838

GREASED LIGHTNING



The breakthrough at the ravine base



Main Targets

1 Base

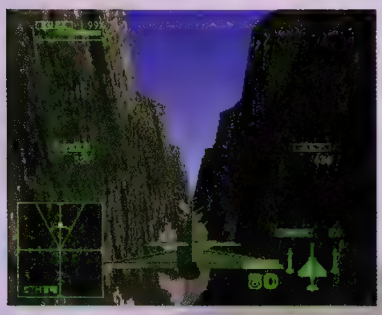
Secondary Targets

2 C-5

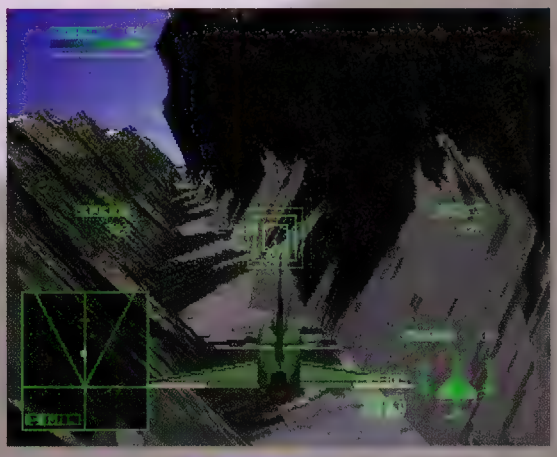
"The breakthrough at the ravine base - While in pursuit of an enemy transport plane, reconnaissance discovered that an enemy base is being built in a deep ravine. Our enemy seems hard-pressed to construct a new base in a hurry after losing their forward base. This time our target is the ravine base. The problem is a network of anti-aircraft missile sites surrounding the ravine region, making it impossible to carry out a bombing mission from above. To attack the base, we have to enter the edge of the ravine by flying at a low altitude, and then make a hit-and-breakaway-attack. This is the only way to attack this base. Target: The ravine base. The enemy's anti-aircraft missiles are highly accurate, and there will be little chance of survival if you fly directly over the ravine. Watch your altitude!"

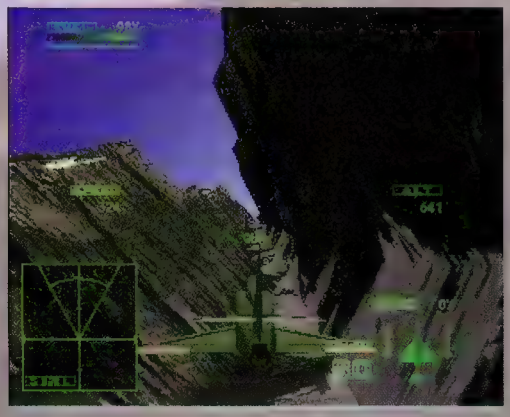
Today's modern supersonic wonders were created to wreak havoc in the sky-blue atmosphere, not to have engines sputtering just above stall speed in a cramped, jagged ravine. But war is never predictable or easy, so get those precision piloting powers in place, and proceed with picturesque perfection. This may be the first level where some of the more ace combat inclined may become cactus fertilizer (although it won't be the last). The slightest error can be fatal! It's you against the elements and a completely infallible missile defense system that will waste you before you even see what the outside of the gorge looks like!

1 Take it slow and sweet!



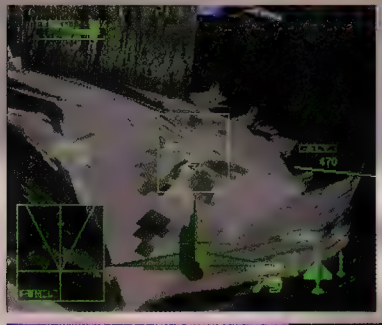
First off, fly slow! Unless you are at one with the control of the plane, you should take it easy and take an aerial saunter through this open-top cavern. Another word of advice is to use the A-4 if you're still coming to grips with the control of the game (especially those just getting used to the "Expert" control configuration).





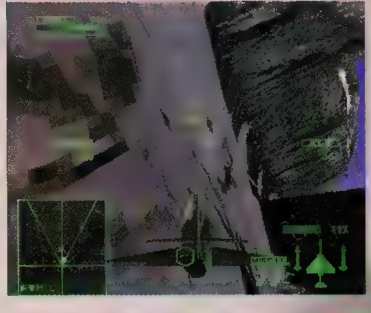
As you sail through the craggy canyon, pay special attention to the twists it takes and how much distance is present between you and the walls, curves, and the dusty ravine basement. Make gentle turns and quickly correct any bad angle of attack. One miscalculation is all that's necessary in this mission. One tap from any solid rock formation will end your day in short order (and in a brilliant red explosion of fire, metal, and you!).

2 Ambush on the ground!

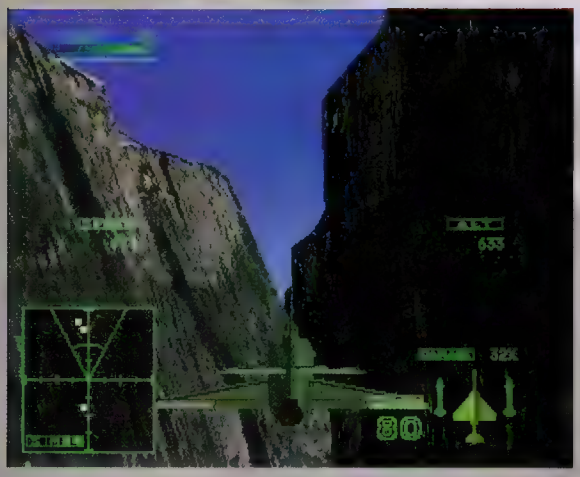


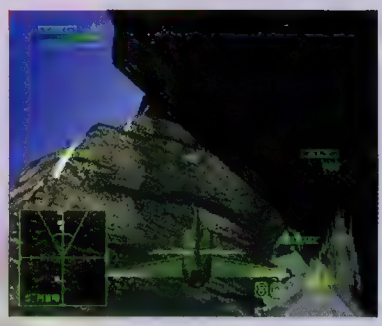
Although the mission description and information makes no mention of, or otherwise acknowledges, the existence of any enemies apart from the main target and a C-5, there are ground forces present. The destruction of these forces may involve more risk than some people are used to, or care to take. The reason for this is the placement of the surface hugging artillery...

behind tight twists of the heavily eroded ravine. To remove them and get some extra monetary compensation out of this mission, you must make wide turns at low speed and at low-altitude. This will make setting up a shot quick and easy (as easy as it's going to get anyway). If you miss or choose to ignore these crevice denizens, you will have to contend with white hot steel flying in your general direction, while you have nowhere to run... Not a favorable situation I'd say...



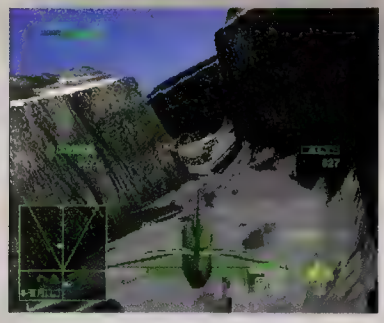
3 Looking for love in all the wrong places!





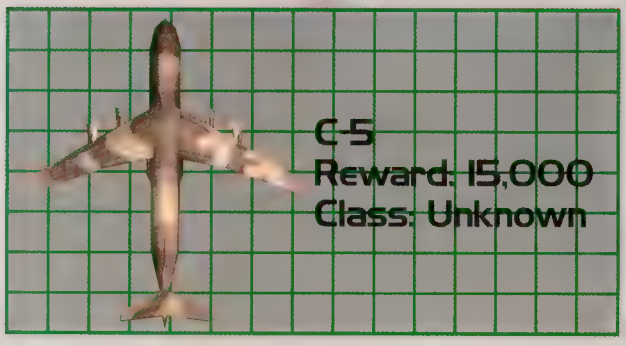
After the double bridge there is a very tricky part of the ravine to navigate coming soon. It's probably the most difficult section of this whole mission; even more difficult than wasting the main target. This segment of the ravine possesses a SEVERE wall constriction. So tight is the space, that it forces you to tempt total annihilation by exiting the relative "babe in arms" type safety of the ravine. Your love-hate relation with the ravine will be intensified toward the latter if you consistently die here. The best way to take this is; to know when it's coming and to be in correct alignment WELL before the last second. Fly high and steady (but not too high!) and you should be safe. I may even title you the "Master of Maneuvering" afterwards... Well, maybe not.

4 Got butterflies in your stomach?

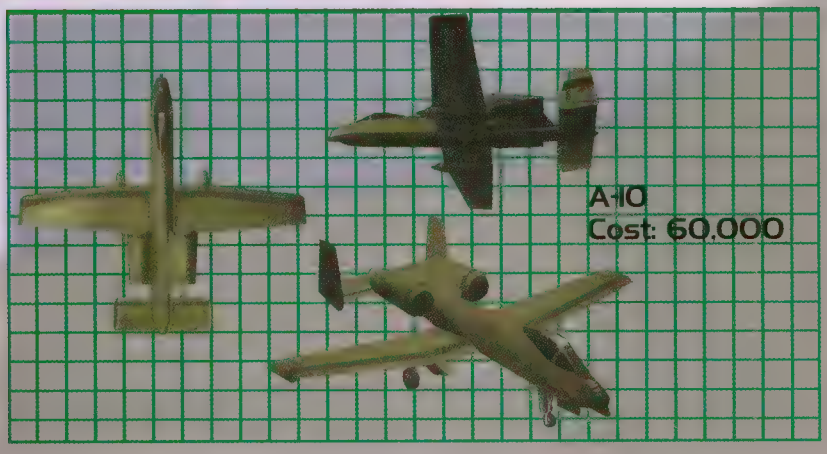


About accomplishing the mission objective... Don't miss the target. Your chances of making a second pass are nil and less than none. After the last missile launcher and ground machine gun, you will see the target in the distance. Stay low to take out the C-5 and the tower at the ravine base. It may be hard to tell, but the closest target is the C-5. If you don't want to shoot it, or if you've just released a missile in its apparent direction, quickly switch the lock-on (with the appropriate button) to the main target. Only one shot is needed, but no one is going to argue if you want to be safe. Let 'em have it!

•The twisting cavern has many guns located on the ground that will fire at you as soon as they lock on. Be careful!



Post-Mission Arsenal



Best Times

Easy	Normal	Hard
2:10:15	2:28:10	2:43:70
Pilot: The Spud	Pilot: Reckonizer	Pilot: P. Ratt

"My radar keeps jamming!"

MISSION CODE:44554530.J5

Time: 22:37

MIDNIGHT ASSASSIN

Night-time pursuit plane

Main Targets

- 5 F/A-18D
- 7 E-767
- 8 E-767
- 10 F/A-18D
- 11 F/A-18D
- 12 F/A-18D

Secondary Targets

- 1 F-4
- 2 F-4
- 6 A-6
- 9 A-6

Skilled Targets

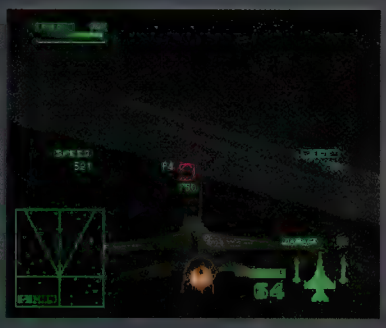
- 3 F-117A RAZORBACK
- 4 F-117A RAZORBACK

"Night-time pursuit plane - Our successive attacks have been effective in pushing back the enemy's front line, and they are now beginning to retreat. Just a while ago reconnaissance caught sight of what seemed to be a fleeing unit. Take-off immediately, and pin them down. Target : Enemy E-767 early-vigilante plane unit. This is our first night-time take-off. Unfortunately, the enemy is equipped with a jamming device, so we expect radar effectiveness to be reduced. Don't get taken by surprise, and be sure to watch your back!"

This is your first venture into the dark midnight yonder, so watch yourself (and your back, side, bottom, and above)! The radar jamming is somewhat aided by the nighttime sky, but don't let these unfavorable factors faze you for a second. You are hired to do a job of great danger, honor, and importance, and you must succeed regardless of the circumstances. The tips that follow will aid you in your quest for justice and cash, but only you can decide what to do when you're in the lion's den so use what you have learned wisely.

1 The weird and wacky radar!

The radar is in a sorry state due to the jamming system the enemy has operating in this theatre. Verdant snow flickers and shifts all about the radar's readout. In-between the patterns of sparkling green dust, a ship signature will occasionally appear. This is the time you use or develop the quick recognition abilities a good air combatant is respected for. From this will-o'-the-wisp of an image you must note both the location and direction of the enemy, and then use these memories to execute maneuvers that will place you behind your intended quarry. Actually you have another aid; the arrow that directs you toward targets close-by. You'll use this more than a few times on this level, as it is the only tracking device (except, maybe, the one inside your head) that never fades. But if the radar jamming is just a little too much to handle, simply take out the E-767 planes, and the radar screen will be cleared of all unwanted activity.



2 Respect your instincts!

The lack of a sound radar system will affect you in other ways also, junior ace, so listen up. Just as it's difficult to find your quarry, it is similarly difficult to notice when you are the meal being hunted. You will find that during chase of a desperate enemy bird, an unexpected warning will sometimes come up. It will be a missile lock warning, and although you didn't expect it, don't do anything rash; just dodge and pick up the chase later. After handling the situation safely, you should think about the hidden danger of a defective or ineffective radar—you don't know the placement or distance of pursuing bogeys. This means you must check your radar more than you would normally (because you could notice a danger with your peripheral vision) in order to avoid any explosive heart-breaking surprises.

3 "Razorback" rampage!

Attacking the F-117A "Razorback" command planes is not comparable to walking on a double-edged sword. Despite their cool name and appearance (depending on your tastes), they are not much different than the other command planes you tussled with up till now. They appear on the radar just as much as the non-stealth planes; thus making any advantage they should have (due to the Nighthawks they're flying) negligible. You can use the directional arrow on your heads-up display to track them, and, as always, be careful about shooting while a command plane is turning. Your missile supply is limited so don't be overly careless... The only people that should be missing their shots are the pilots of the planes you're up against!

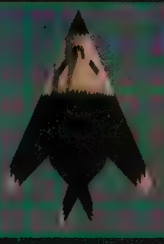
4 Hungry hornets!

Taking out the targets in this mission will bring back memories of the first couple of sorties you flew. Well, at least the E-767s will bring back happy memories of triumph. The other targets are F-18s, and an unruly bunch of Hornets they are! The pilots of the enemy aircraft you face are steadily improving from mission to mission, and this battle is no exception. You may witness more than a few high G-force maneuvers from your opposing pilots and their flying machines. In all honesty, I firmly believe that the fighter-targets present in this mission are tougher and more wily than the sportingly nicknamed "Razorbacks." As with the normally unpredictable command ships, you must be sure to show good judgement when firing your missiles or you'll unwillingly be put in a deadly test of machine gun mastery.

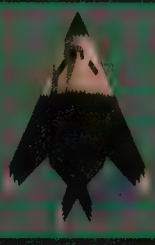
Enemy Aircraft

F-4
Reward: 2,500
Class: Rookie

F-4
Reward: 2,500
Class: Rookie



Danger!
F-117A
Reward: 15,000
Class: Razorback



Danger!
F-117A
Reward: 15,000
Class: Razorback

Target
F/A-18D
Reward: 4,000
Class: Veteran

Enemy Aircraft Continued

Target

F/A-18D
Reward: 4,000
Class: Veteran

Target

F/A-18D
Reward: 4,000
Class: Veteran

Target

F/A-18D
Reward: 4,000
Class: Veteran

A-6
Reward: 3,000
Class: Rookie

A-6
Reward: 3,000
Class: Rookie

Target

E-767
Reward: 15,000
Class: Unknown

Target

E-767
Reward: 15,000
Class: Unknown

Post-Mission Arsenal

MiG-29
Cost: 110,000

Best Times

Easy
3:49:20
Pilot: Pauly

Normal
3:46:60
Pilot: Reckonizer

Hard
4:15:34
Pilot: Blinky

"Cover my tail, I think I'm hit!"

MISSION CODE:4455578GLD

Time 04:13

BEAR TRACKS

Attack on the mine

Main Targets

9 BORING
9 TOWER
10 BRIDGE
11 BORING
12 BRIDGE
13 BORING

Secondary Targets

1 Mr-2000
2 Mr-2000
3 TND-F3
4 TND-F3
5 TND-F3
6 BS-2B
7 BS-2B

Skilled Targets

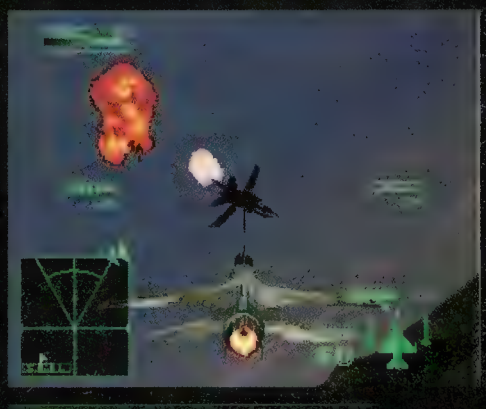
14 F-117A RAZORBACK
15 F-117A RAZORBACK

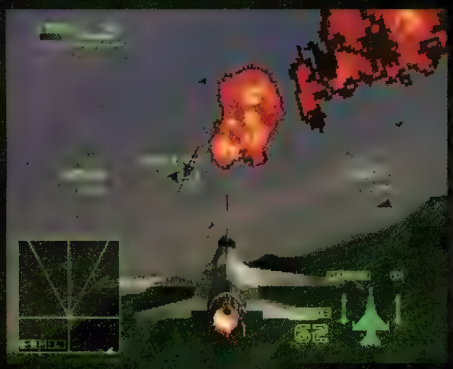
"Attack on the mine - We collected a flight recorder from an enemy transport plane destroyed in the attack on the ravine base. After studying it, we uncovered the existence of an enemy resource mine. The enemy seems to be distributing underground resources from this mine to each of their districts. Your mission is to attack the mine, and tear up the network of supply lines. Target: The enemy mine and bridges. A complex mountain region surrounds the mine, and there seems to be anti-aircraft positions protecting the area. Watch out for enemy fire!"

This is a mission of high strategic importance so quit daydreaming and pay attention! This underground caravan of military moles, if put to stop, will pay long term dividends for our side in this war of attrition, raw power, and expenses that are staggering to the imagination. Two stealth fighters take up the command post on this sortie so be on the lookout for them. There are numerous opposing units in the air and on the surface making this a mission for pilots with all-around talents and tastes. I'm sure you'll be entertained during this operation. Good luck.

1 It's all about patience!

After seeing the mission, you were probably thinking it's going to be a piece of cake with the only possible worry coming from the command planes present. You don't know how wrong you are, young cadet. The TNDF3s and BSTBs you'll be up against will give you quite a run for your money, especially if you don't know what to expect, but you're lucky and smart enough to have this book, so you will. The TNDF3s have a greater than normal tendency to pull to the left or right very quickly, and are quite effective at dodging the missiles you would shoot at the typical, garden variety fighter jet. So to handle this, go into command plane mode, and choose to use only the best (i.e most stationary) locks you get. The BSTB will employ somewhat unusual tactics when evading you; tactics that you probably haven't witnessed very much until now. They love to loop. Up or down; it doesn't matter to them. So, you'll find it hard to follow, fire, and forget with these agile adversaries. As with the TNDF3 and command annoyances, wait (or maneuver to set-up) for a stationary lock then make 'em pay.





2 The measly little ground targets!

The ground-restrained units are of your typical machine gun and missile launcher variety. Not much you need to be told about taking these enemies to a better place (with a toasty climate). Just don't do anything stupid like allowing an enemy bird to take a missile bite out of your rear. Also avoid crashing, either by stalling or by senselessly misjudging your maneuvering possibilities. The ground units still can be removed with a single pleased-to-meet-you missile of the kind loaded onto your flying festival of fast fiery fabulousness. And, if your air-to-air skills are on vacation and you empty your missile reserves (which isn't all that difficult in the F-16), you can bravely attempt to perforate the targets with your machine gun, but I wouldn't recommend it.

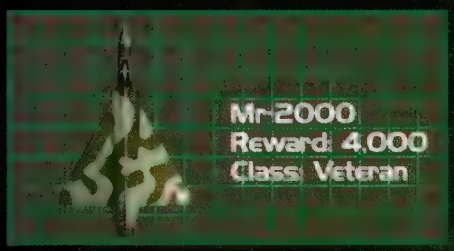
3 The "Razorbacks" are sneaky little critters!

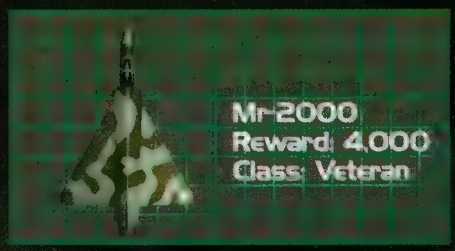
The command ships are almost outclassed by the other pilots in this theatre, but they are still able to snatch a few of our scalps if given the chance. Aggressive as the "Razorbacks" may be, the practice, experience, and expertise gained in the gladiator battles against the earlier command planes should be enough to ace these babies without too much trouble. Remember to attempt attacks only when you have a good, solid lock with your missile targeting system. If the "Razorback" you're on the back of is making too hard of a turn, you must wait or risk the horror of dogfighting with machine guns (This ain't the O.K. Corral, Tex!). Other than wasting missiles in the big blue yonder, your only other worry comes from the F-117A's stealth ability; which causes its signature to disappear if it's out of sight for more than a few seconds! You must find them again (or they'll find your back).

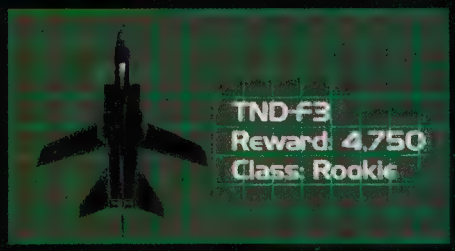
4 The mines are there for the taking!

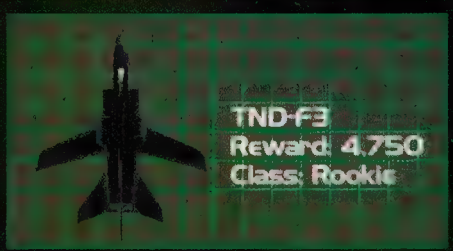
Dismantling the bridges should be no problem at all for you, with all the ground target practice you've already had. Just come in at a safe angle (avoiding any mountains) and fire a single locked missile. The actual resource mines are a bit different, especially for those who like to approach ground targets by performing a low pass rather than diving at them. The ridge around the mine is high enough to force a high pass or dive, so that you can still point toward it fast enough to shred it with a missile. This may be annoying for some, but there are not too many ways around it unless you like to crash and burn on mountain sides. Luckily, one missile is all that is needed to waste the mine's only high point; the tower above it.

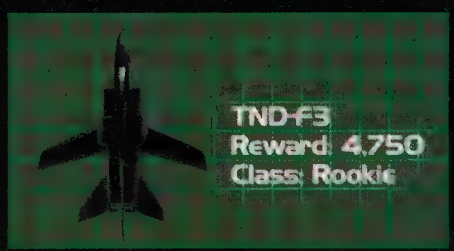
Enemy Aircraft



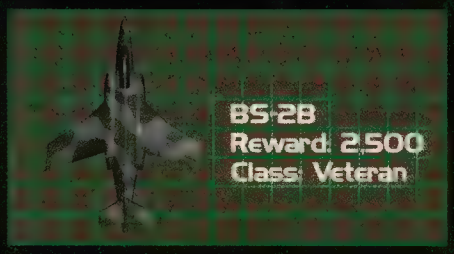


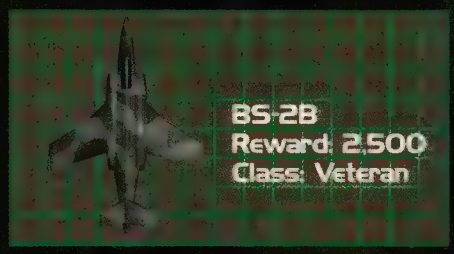






Enemy Aircraft Continued





Post-Mission Arsenal

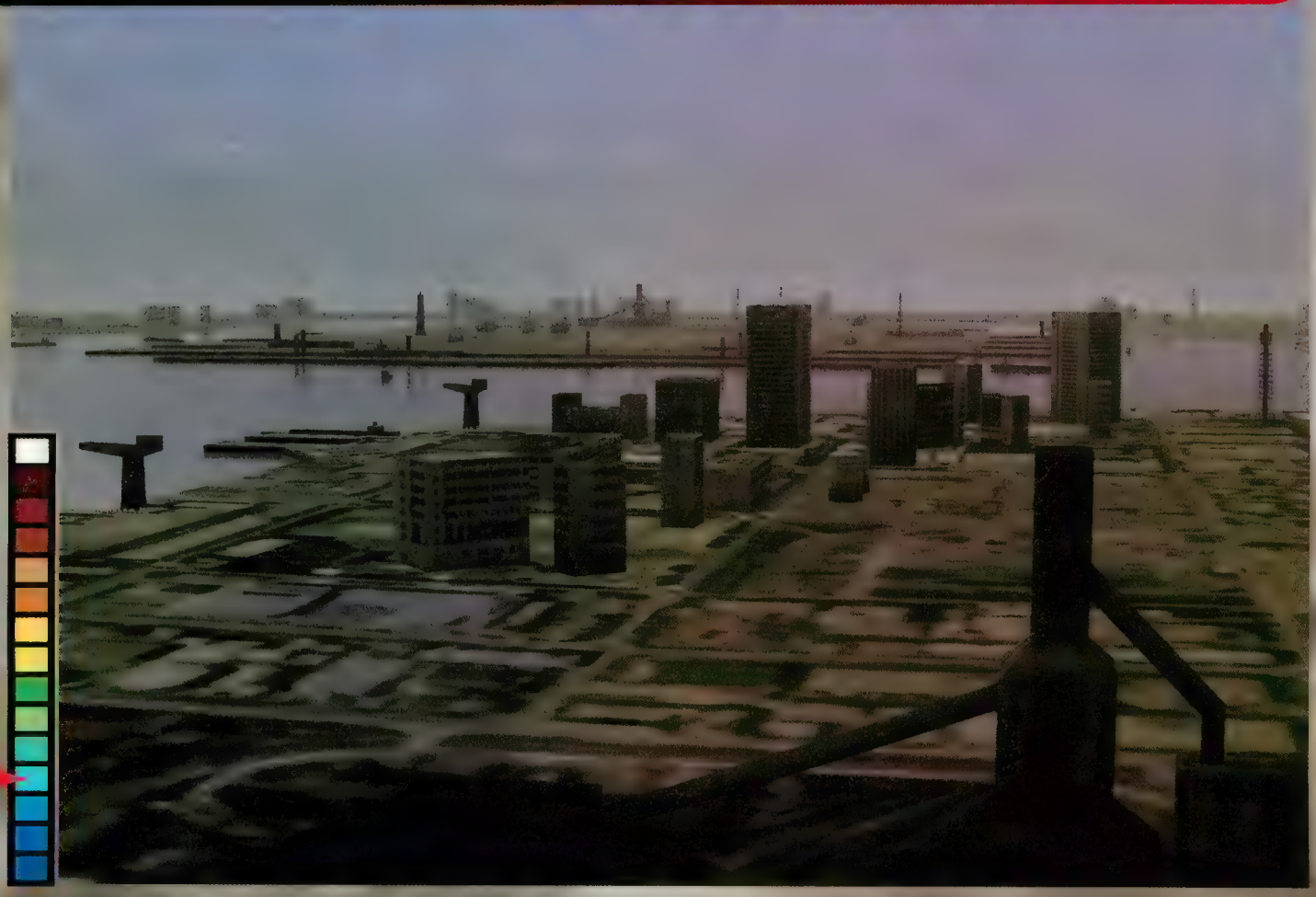
Best Times

Easy	Normal	Hard
6:00:37	5:52:76	6:51:56
Pilot: The Spud	Pilot:Reckonizer	Pilot: Reckonizer

"Hurry up, the bombers are under attack!"

MISSION CODE:775452AC
Time: 10:58

SLEDGE HAMMER



Escorting our attack operation

Allies
1 B-1
2 B-1
3 B-1
4 B-1

Main Targets
5 SF-37
6 SF-37
7 F/A-18D
8 F/A-18D
12 F/A-18D
13 F/A-18D
14 SF-37
15 SF-37

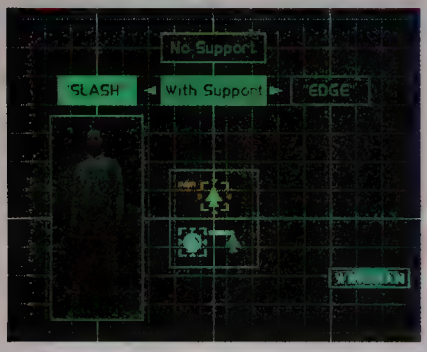
Secondary Targets
9 Transport
10 Transport

Skilled Targets
11 F-14 Z.O.E.

"Escorting our attack operation - bomber unit is to attack the enemy ship-building facility after finding an opening when the enemy front unit retreats. We want you to escort the bomber unit for this operation. Target: The enemy fighter unit. As you know, this ship-building facility is an important strategic base for the enemy's carrier mobile fleet and supply ships. Escorting our bomber unit is your first priority, but try to sink as many enemy warships as possible. We wish you luck!"

You're needed to protect our bombers as they make an opportunistic strike against the enemy's ship manufacturing facility. The bombers are not armed so you and your mind are the only things protecting the bombers from certain destruction. The enemy forces are heavy, but not unbeatable. Your main targets are those enraged enemy pilots that would be proud to down a few of ours, but there are other enemy valuables lying about this theatre of war. The warships, although they present no immediate threat to our bombers, may someday fight against us in a situation that ends in their ruthless favor, not ours. Cause as much damage as you can while still protecting the defenseless bombers that are, ironically, our main offense during this operation. Getting the most out of this operation will require fast thinking and plane-downing ability. This is an action stuffed, body-fluid expiring mission, no doubt about it!

1 Let's call upon your buddy "Slash"!



First off, it's all about wingmen. Unless you're not going for money, medals, or kills you should hire a wingman to aid you. Use the order "commence escort operation," this will allow you to go off on your own mosey rather than being the lone combat plane defending his cattle from a pack of starving wolves. The wingmen are effective and worth the cash you throw out to them, and it is not uncommon to see your wingman roast a bogey right before your doubtful eyes. For this mission I'd recommend you use the MiG-29 flying "Slash" as back-up; along the same thread of thinking I suggest you pilot the MiG-29 also. This plane has excellent attributes and is strong in air-to-air combat. You will definitely need all the extra little aids you can dig up in order to complete this mission successfully with a medal.

2 Don't dis' the bombers!

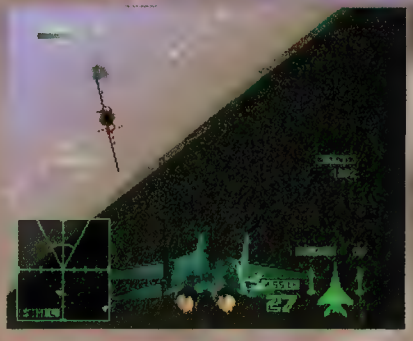
Your tactical strategy is to down as many bomber-beating bogeys as possible as quickly as possible. You don't have time to chase a slippery flying fish for long, as you'll soon be inundated with distress signals from the lonely bombers you've been hired to defend. You can also take out the helicopters and transport ships near or at ground level; which are sitting ducks compared to the aerobatic carnivores devouring your herd like a legion of high-powered metallic piranha. But, keep track of the amount of time you've been away from our bombers (and the distance you've been lured away), or, after you finally blast an elusive bird, you may find yourself far away from a dwindling bomber squad. Instead, let him go and return to the bombers. You will most likely find another target quickly in the form of an enemy fighter in the process of an attack. Fight smart, and well.

3 Hit and Run!

If you've already made an attempt at this mission then you'll already be aware of this, but the pilots defending this ship-building facility are good. Very good. So, you have to really be on the ball in order to exit this theatre with any kills under your belly. The F/A-18Ds are especially formidable for this mission, and will require concentration and expertise on your part to put them down quickly. Using the MiG-29 (the recommended plane), which has excellent air-to-air missiles, will help you be successful at getting planes when you have a near stationary, close range lock-on. After firing a missile tag-team at an enemy fighter leave and search out another target. If you're good you'll know when your missiles are going to hit and don't have to watch the fireworks in order to find out. Using this method gives you more time and chances, to attack many targets. The "Slam, bam, good bye" plan.

4 The acrobatic Z.O.E. F-14!

Now on to the Z.O.E.-emblazoned F-14. This battling bird has been branded with a big bounty so, even if you don't care about the medal, you should still find and challenge this command plane to a duel. As difficult as the normal fighters are to down, this plane is even harder. The Z.O.E. has a tendency to scamper off in an unpredictable fashion. Unworldly loops, rolling along the mountains like a bowling ball, and aerobatic maneuvers that look like he's trying to shred the sky are what you'll be up against. But, if he does stop, for even a millisecond, you have a chance and you'd better take it. You may learn something about yourself and about being elusive from this plane. What you'll learn is how your skill is progressing in this game.

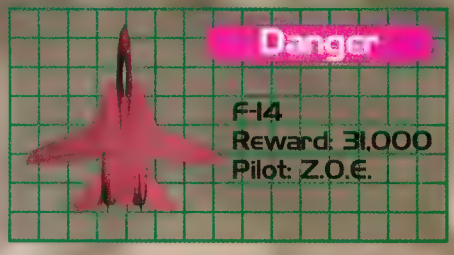


Target
SF-37
Reward: 10,000
Pilot: Unknown

Target
SF-37
Reward: 10,000
Pilot: Unknown

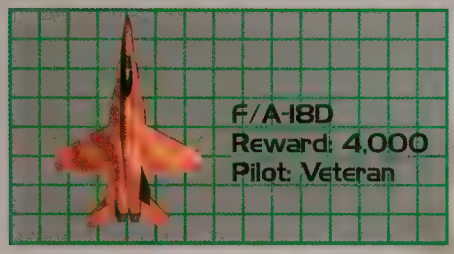
Target
B-1
Reward: 10,000
Pilot: Unknown

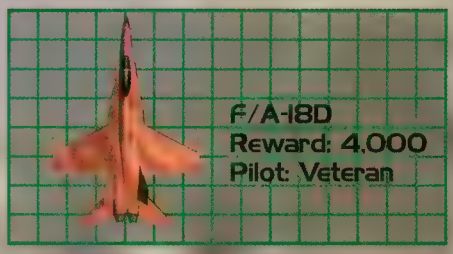
Target
B-52
Reward: 12,000
Pilot: Unknown



Danger
F-14
Reward: 31,000
Pilot: Z.O.E.

Enemy Aircraft Continued





Post-Mission Arsenal

Sorry to break your heart, but you don't get a new plane after this mission. Tough luck!

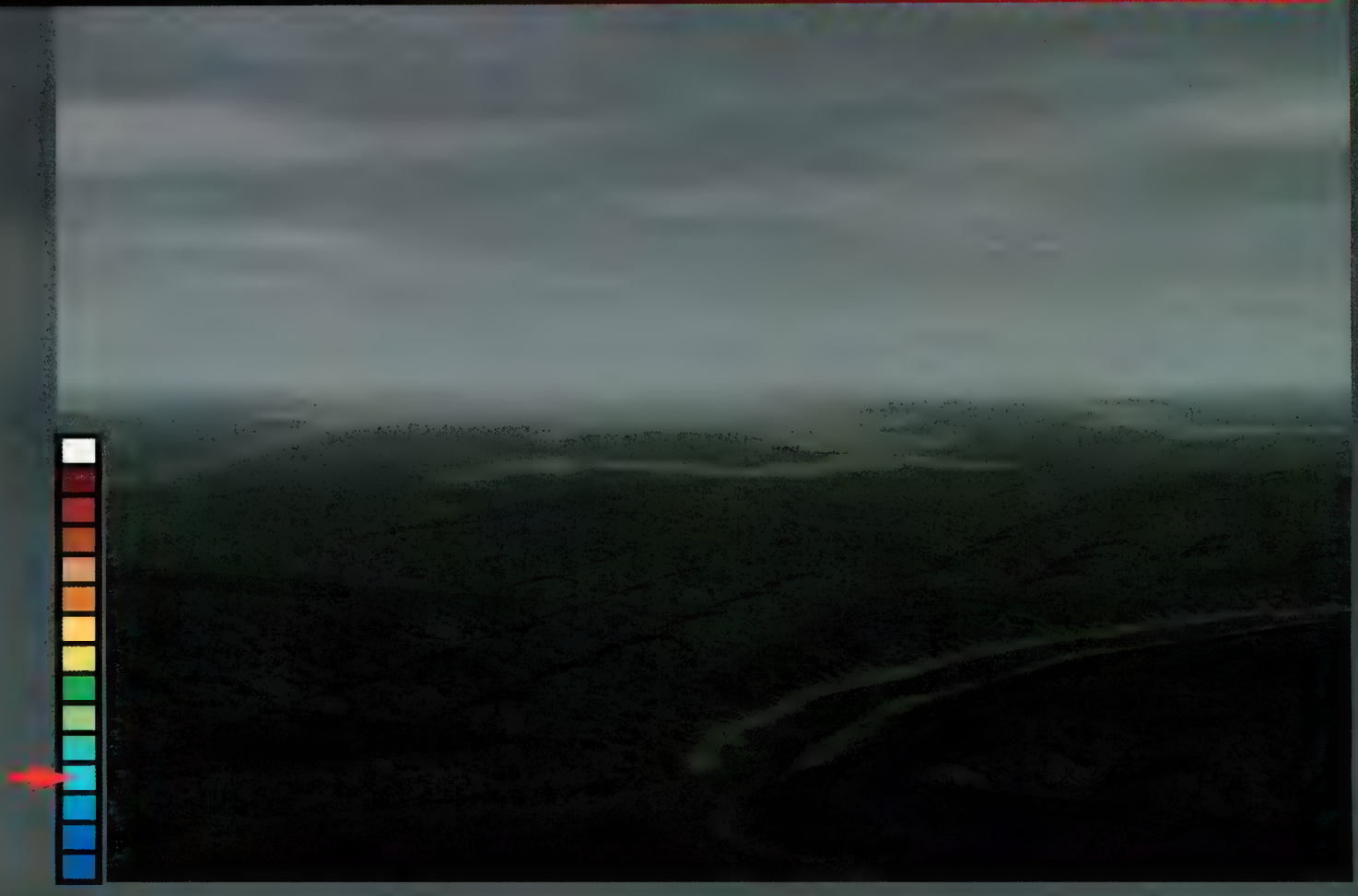
Best Times

Easy	Normal	Hard
3:45:33	3:53:13	3:54:73
Pilot: Blinky	Pilot: Reckonizer	Pilot: 2-Skoopz

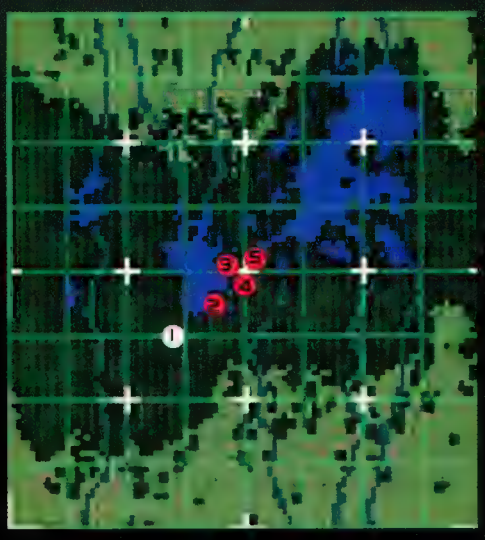
"Speed up, you're gonna stall!"

MISSION CODE:6888452CU
Time: 06:05

RISING HIGH



High altitude chase



Main Targets

2 XB-70
3 SR-71
4 SR-71
5 XB-70

Secondary Targets

1 X-29

"High altitude chase - The image of an enemy unit in flight was sent to us by reconnaissance satellite. From its size, the image appears to be a bomber unit in a moving operation. We have also discovered some unidentified aircraft not found in our data. No further details are known. We want you to pursue and eliminate the targets. Target: The enemy bomber unit. At high altitudes, our plane stalls easily. Treat her gently and watch your air speed!"

This mission is unique, and requires unique treatment in order for the goals to be met successfully. You must hunt and retire a unit of bombers which are completely unfamiliar to our side. The problem is that in above-the-cloud flying, our planes are not so stable and have a tendency to stall unless they are being flown at high speed. This wouldn't be that much of a problem if it weren't for the fact that the enemy targets in this mission are slow-flying bombers (at least in the game), and will be quickly passed. Not only will this cause you problems, it will give you a wicked whiplash as you head naturally follows the succulent target you've just overshot. No opportunities for hotshot techniques are present here; just good ol' fashioned busting-up of the bad guys.

1 MiG-29 Power!

Your situation is a little worse than you may realize at first. The elite high flying skills required for the completion and survival of this mission come in rare quantities (much like the elegant, but endangered, birds of prey many of these fighter/attacker jets are nicknamed after). And because of this, there are no wingmen available, able, or willing to aid you. Bummer, right? Ah well, you'll have to be good this time. But for this high altitude moving war you must first select the right warbird. This obviously comes before the mission tactics. I recommend restricting your choices to the X-29 and the even better MiG-29. The X-29 because of it's climbing ability, mobility, and because that's what you're up against. The MiG-29 because it's a great plane with amazing stats, and it will allow you to exit this mission with high effectiveness statistics.

2 The dreaded stall

The handling of stalls, which you'll surely experience during this operation, should be understood before you sally-off to challenge the unknown. If you're at high altitude, say high enough to have a level dogfight with the X-29s escorting the bombers, then you'll stall as soon as your speed drops below 600 (depending on the plane and your situation). So, with this in your mental aviation hangar, you can now develop and comprehend strategies designed around not violating this fact. These strategies follow on the next page. If you do happen to stall, simply calm down and pull your whimpering craft out of it's pseudo-kamikaze attempt. Then get back to work before it's too late!

3 Don't forget about your targets!

Playing chicken with the X-29s can be a very frustrating and potentially worthless experience. There is a time limit in the operation, although it isn't mentioned, but if you don't down the bombers in time, the mission will end. So, if you can't get a good lock just leave 'em be, and get back to the major goal of this strategic attack. The prevalence of unexpected stalls is a hair-pulling aggravation added to the usual difficulties of lining up a victim for a "special delivery of the missile kind." Tap the acceleration button once you are within attacking range until a shot has been taken. Keep your speed safely above that of stalling the entire time or a fallin' you will go. Get a good lock, and you should nail the plane.

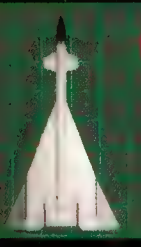
4 High in the sky!

The secretive bombers that you are pursuing are actually XB-70s and SR-71s (the multi-mach machine nicknamed the "Blackbird"). These bombers are probably known to those of you that are into military aviation, and seeing them in flight will give you a special thrill. The XB-70s must be given a bit of special consideration since they can withstand the destructive force of two missiles without falling, but a third will do the trick. The SR-71s are business as usual. Show patience, and concentrate on keeping a non-stall speed whie attacking the bombers. But be careful about attacking these bombing beasts while bogeys battle for position behind your bird. They are fully capable of taking a pot shot at you and even destroying your fighter, if you choose to ignore the threat they pose. Don't be stupid!

Enemy Aircraft

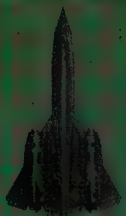
X-29
Reward: 4,250
Class: Veteran

Target
XB-70
Reward:
Class: Unknown



Target
XB-70
Reward:
Class: Unknown

Target
SR-71
Reward:
Class: Unknown



Target
SR-71
Reward:
Class: Unknown

Post-Mission Arsenal

Best Times

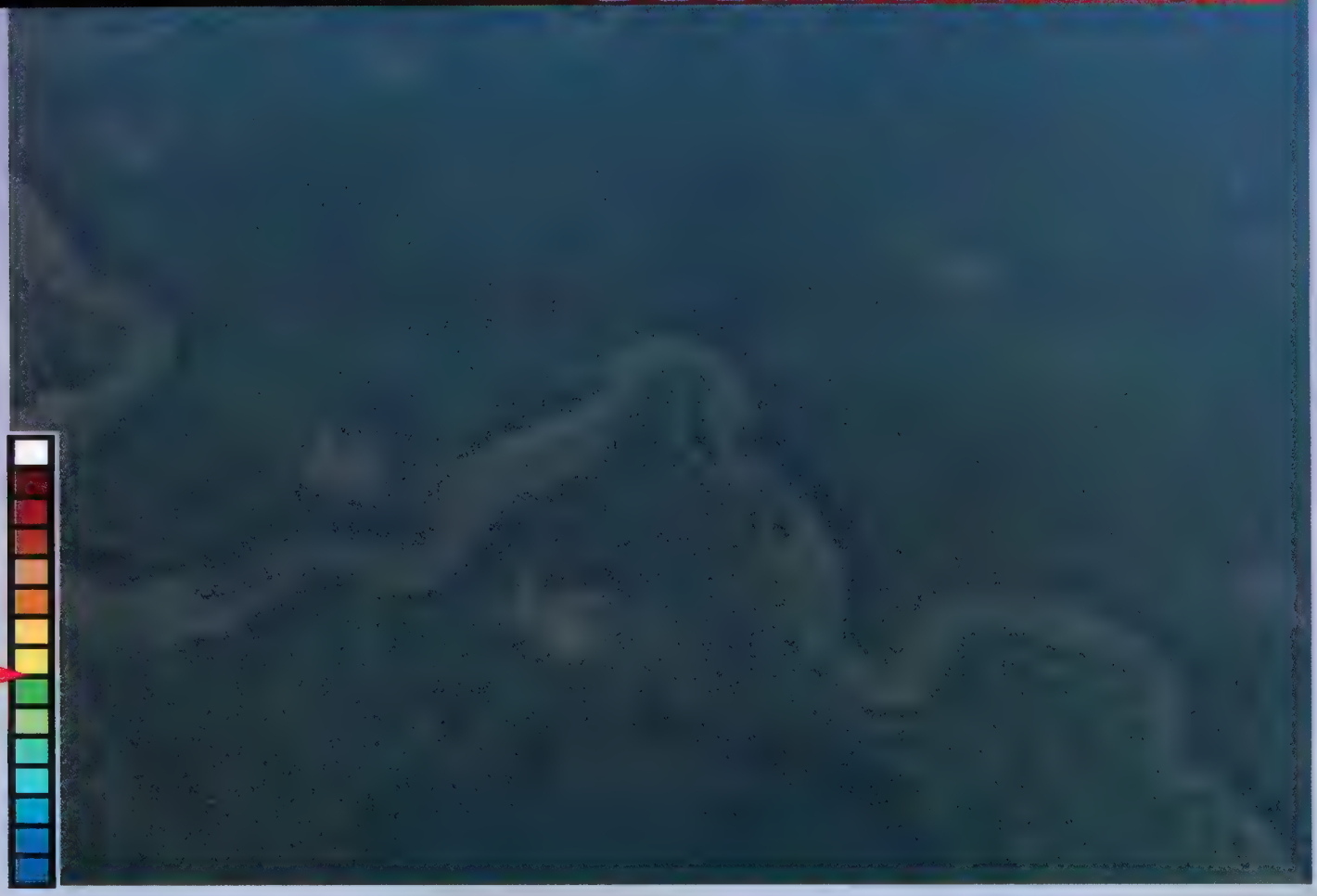
Easy	Normal	Hard
2:01:58	2:04:36	4:07:13
Pilot: Pauly	Pilot: Hikaru	Pilot: Reckonizer

"Don't let those containers make it to the ground!"

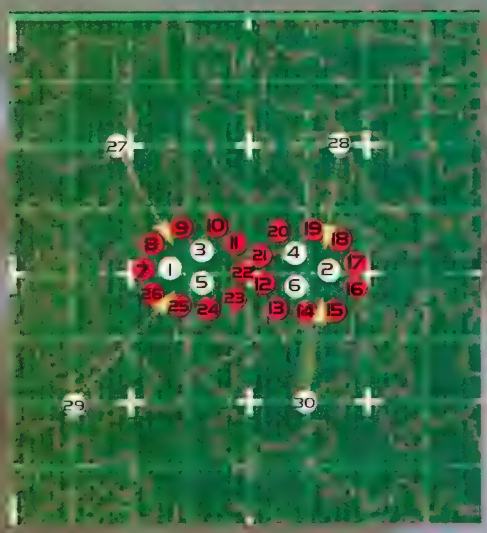
MISSION CODE:4458845AMC

Time 12:37

CUCKOO'S NEST



Interrupt the enemy's supply operation



Main Targets

7 -- 26 Containers

Secondary Targets

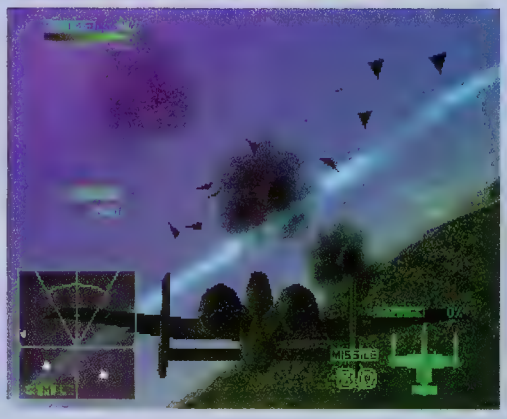
1 C-17
2 C-17
3 SF-35
4 SF-35
5 SF-35
6 SF-35
27 TOWER
28 TOWER
29 TOWER
30 TOWER

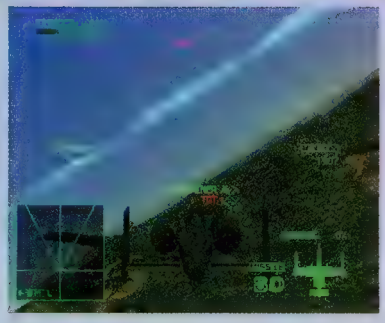
"Interrupt the enemy's supply operation - We have received information that the enemy supply plane unit is approaching their garrison. As a result of our attack on the ship-building facility and the sinking of the transport ship, the enemy seems to have changed their supply route to air. The targets are containers of supply material dropped from enemy transport planes. Your mission this time is to destroy as many as you can before they reach the ground. Target : The enemy supply plane unit and the supply containers. The missile guidance system is not effective for containers. Therefore, you must use machine guns. Take your time, and aim carefully! Good hunting!"

You made it to this mission by hitting both the transports (blowing away the guns on them makes no difference) during the previous sortie ("Sledge Hammer"). You have forced our enemy to suffer through desperate tactics that leave them very vulnerable to improving pilots such as yourself. If you're worried about the intimidating prospect of having to duck shoot a deluge of rapidly descending containers; don't be. The mission isn't all that difficult once you've been finely instructed in the finer aspects of this mission. As with most things, a logical plan (and a few missile shaking tricks) is all that's necessary.

1 Decisions, Decisions.....

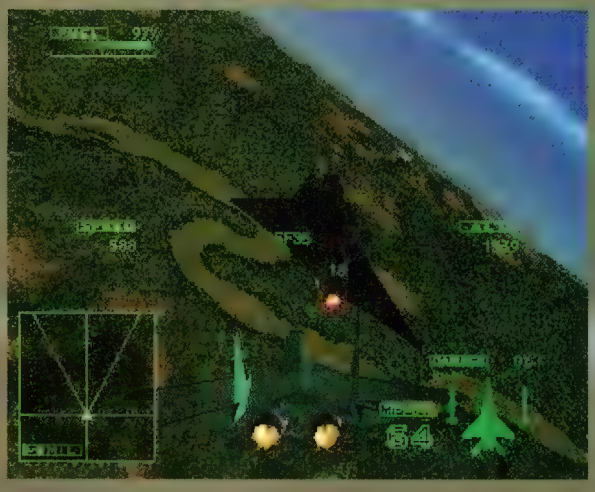
No wingman is available for hire, so it's just you versus some parachutes laden with hazardous cargo. Your selection plane is fairly open since you're forced to use your aircraft's front-mounted machine gun for most of the operation. If you've attempted this mission before and need a plane able to crawl through the sky, in order to supply you with enough grains in the hourglass, to hit the plummeting packages, I'd recommend the A-10 or X-29. The A-10's armor is impenetrable enough to nurse you through this task; if you can also dodge well and out-think the enemy pilots. The X-29, with it's revolutionary reversed wing set-up, can fly at amazingly low speeds and still remain steady, and it's retro-wings allow it to climb and mobilize at miraculous rates allowing you to line up quickly or make another pass within seconds.





2 Calling all MiG-sters!

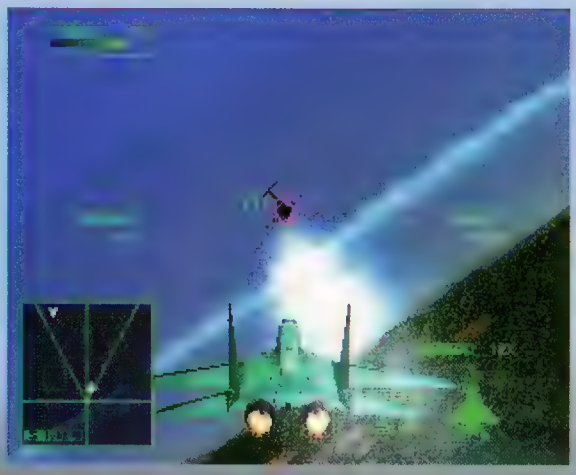
If you have a more aggressive personality and want to do more than just bust boxes you can opt to take to the skies with a faster more bogey threatening sky predator than the meek A-10 or the pretty X-29. For the man's man I recommend sallying out-and-up in a MiG-29 or F-16. The fatigue emblazoned F-16 has excellent air-to-air and air-to-ground missile ability, equal to the enemy-mincing MiG-29. Plus it is right with the MiG-ster when it comes to the get-up-and-go benchmark. But if you're in the military market for something a little more ferocious, there can be only one choice with your current roster of voracious villain erasers—the M(an)i('m)G(ood)-29. Not only does it match the F-16 in the before-mentioned areas, but it has superior defense, mobility, and climbing ability. This is the plane to choose if you want to go after a majority or all of the enemy units present in this make-shift theatre of war.

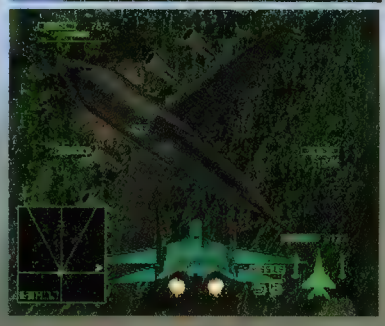


3 The path to glory!

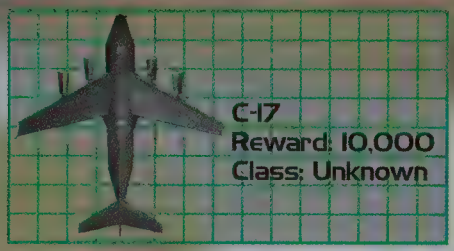
Once you start control of the mission you'll pleasantly discover your craft aimed directly at one of your cubical targets. This allows you to achieve an early feel of the closeness of aim needed to eliminate the cargo. Once this virgin section of your knowledge has been sullied with what you must do to succeed, you can systematically remove the other falling unpleasantries. During the mission description you should be able to see a path; it goes from the theatre entry point to a huge ring of foreign cubes. This is the path you follow. Remove the targets outside the circle while on your way toward it; then once you arrive at the one-ring circus of supplies you should seek and destroy the lowest targets pronto. These are not only the ones that make up the outer sphere, but some are actually located within it. Watch your back and make sure that all the supplies land in an extremely charred and disintegrated state.

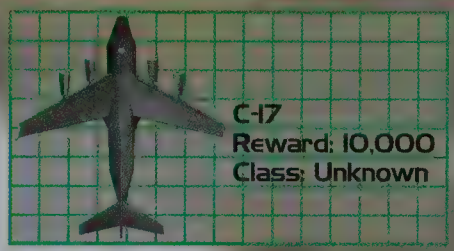
4 C-17 Carnage!

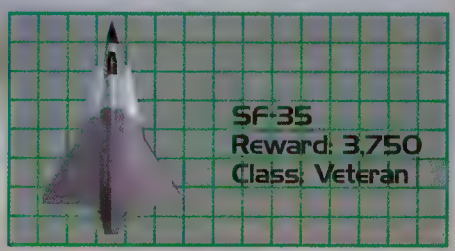


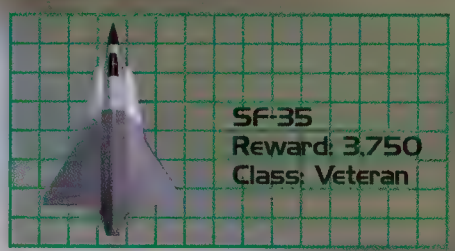


Additional enemy units are present other than just the sky-diving crates, and for the ace, they must be dealt with in a fiery fashion. As mentioned in the mission description, other than the main targets, our commanders would like you to take out the C-17 supply plane unit. I recommend you do this since you are given a healthy $20,000 if you successfully put an end to them both. With all the other enemy units on your radar it may be hard to pick out which signatures are the C-17s, but a quick bit of thought concludes that the C-17s are the planes which aren't currently trying to take your grimaced head off (also they tend to hang around the rim of the circular container formation). Three missiles will do the deed. If there's just too much action going on behind you while you're trying to do your job, you may want to slap-down some of the defending planes, but be careful about wasting time with these unnecessary targets. If you're so good that you have more than enough time, you can improve your dangerousness tally by destroying the towers on the surface.

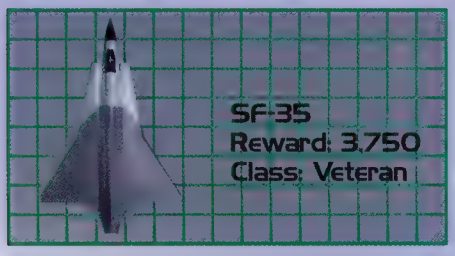

C-17
Reward: 10,000
Class: Unknown

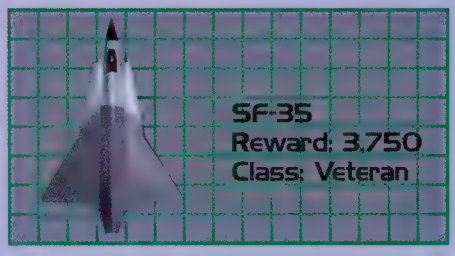

C-17
Reward: 10,000
Class: Unknown


SF-35
Reward: 3,750
Class: Veteran

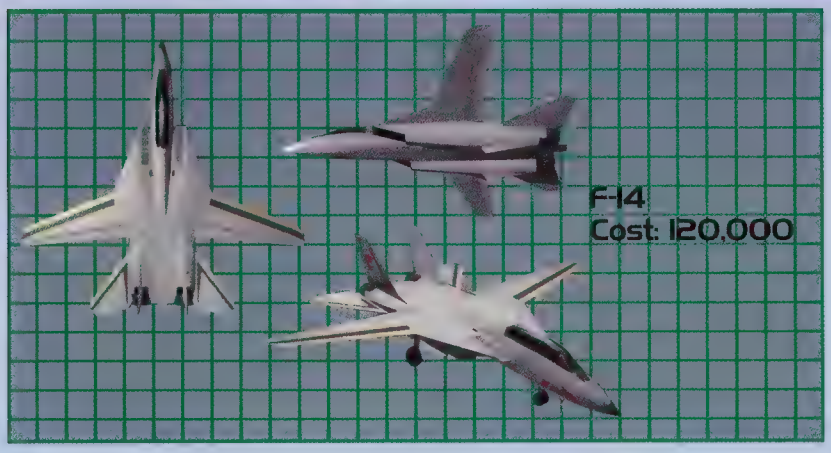

SF-35
Reward: 3,750
Class: Veteran

Enemy Aircraft Continued





Post-Mission Arsenal



Best Times

Easy	Normal	Hard
5:01:01	5:11:46	5:58:12
Pilot: Pauly	Pilot: Reckonizer	Pilot: Blinky

Taking over the enemy arms production base

Main Targets
7 BASE SWORDSMITH

Secondary Targets
1 MiG-21
2 MiG-21
3 KF-C7
4 KF-C7
5 MiG-29
6 MiG-29
8 MiG-21
9 MiG-21

Skilled Targets
10 F-16 TALLMAN
11 F-16 M.SPHERE

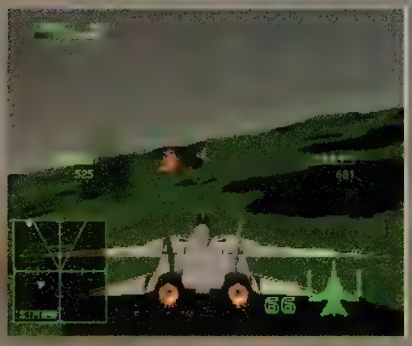
Hold Fire
12 FACILITIES
13 FACILITIES
14 FACILITIES
15 FACILITIES

"Taking over the enemy arms production base - Your mission this time is to take over the enemy arms production base which is the source of their main weapons supply. If we are successful, we not only inflict serious damage to enemy arms production, but also benefit from control of their base. For this reason, only eliminate escort planes over the base and ground unit. You must take over the base without damaging it. Target: The enemy arms production base defense unit. Remember, your target is the enemy's defense force and not the base itself. Try not to damage the base facilities. Identify your targets carefully, then attack!"

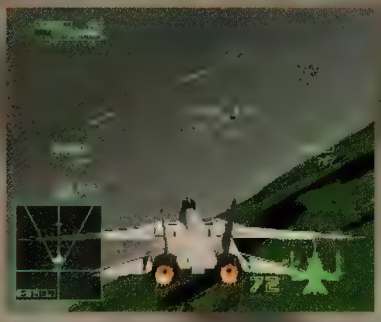
This, unfortunately, is not your usual blast everything mission; you must actually avoid hitting some of the enemy's belongings. But a weapons facility is quite an asset, especially in a situation such as this where the enemy's vital loss is our substantial gain. The manufacturing facilities surrounding the enemy arms production center are the "non-targets" in this mission. You may do what you will with the other enemies, but you need to watch out for the command plane tandem of "M-Sphere" and "Tallman."

1 Warm up the F-14 there partner!

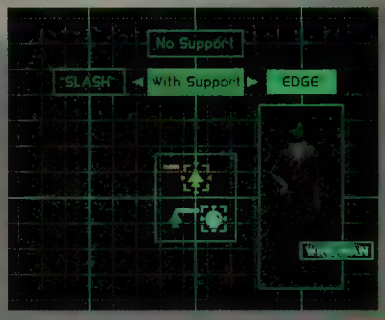
Take to the skies in the F-14 or MiG-29. These are the best missile-taloned birds in your impressive aviary/hangar. Since this is a general tactic mission you need a plane that's all-around amazing; and out of the two, the F-14 best fits the bill. You get the F-14 after the end of "Rising High" whether you are successful in stopping the bomber repositioning operation or not. There will be a healthy amount of harmful disagreements in the blue skies of this military theatre, and the abilities of the F-14 will serve you well with any trick you conjure out of your bag of magical maneuvers.



2 You're the boss!



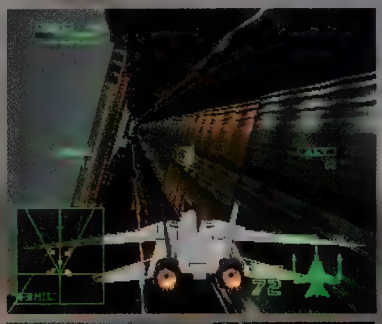
Selecting a wingman isn't too difficult; it merely depends what kind of help you wish to have or what you want to handle during this mission. To be more exact, just as you should break out the F-14 so should your wingman. Choose the wingman with the F-14 for whatever order you wish to give. I recommend for you to only use the orders "Engage enemy aircraft" and "attack enemy ground unit." These are the only selections where they will be able to realistically help you in your task at hand. While the operation is in progress, avoid the urge to go after the same plane or enemy unit as the wingman; it isn't necessary.

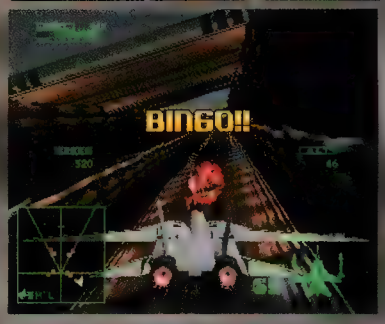


3 Outsmart the enemy!

Blasting the command planes should be no problem especially if you are saddled in the fiend-finding F-14. This plane's air-to-air missile system is highly effective at suppressing an enemy's ability to resist your mighty will. You will spank these flying captains with the same ease as that involved in the robbing of a babe. They shouldn't cause you any worry, even if you have trouble with this operation, since you have no time limit (except for the ever-present fuel one). If you have difficulty getting behind them try slowing down (but not stalling) then accelerating during a turn. Also, notice that you don't have to wait for an aircraft to zip by your cockpit before changing direction toward it. Try predicting a pass and turning early (possibly at a slower speed); this may do the trick (this goes for the other, lower ranking fighters soaring the smoky skies).

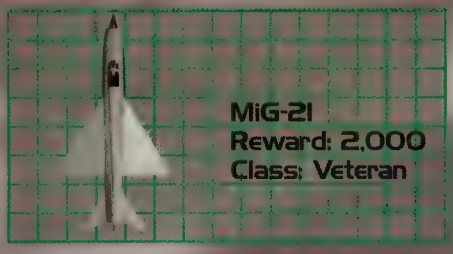
4 4X4 Frenzy!

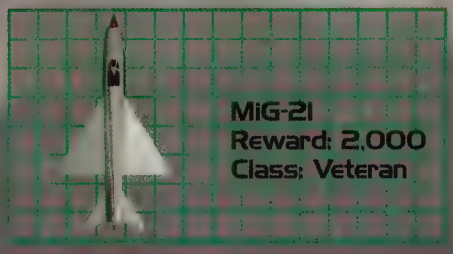


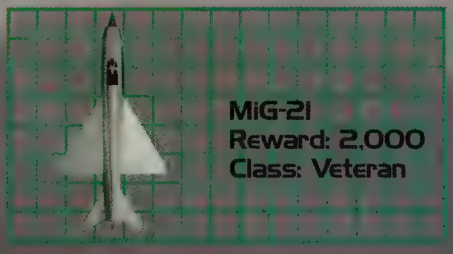


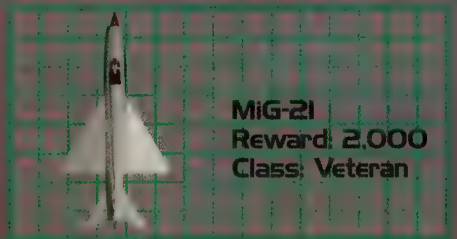
The base has many "quad" features about it: four outer cannons, four manufacturing facilities, and four gun-bases (one for each quarter-factory). This is one way to keep track of what you've played "fire-tag" with and which ones are still playing "hide and weep." There is no reason to leave any target that is not classified as a "non-target" standing at the climax of the current operation. After making waste of the metal, parts, and so on of the enemy planes, begin to systematically give each target and enemy unit a violent visit. Actually the only system needed (other than using the triangle button to change from non-target lock-ons) is to leave one target for last; that way the the mission won't end before you're ready to pull the curtain on the devastation and pain. One last note: the only non-quad feature is the center machine cannon. The removal of this requires ace-level flying accuracy and grittiness. Barrel down the trench (make sure it's the right one) then let the missile guide itself, after you've set in on the correct path, at the last millisecond. For those of you that don't have such a flair for the overdramatic, you can just dive in at the gun and take it out easily (this also goes for the four gun-bases).

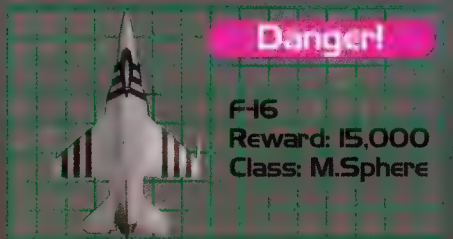
Enemy Aircraft


MiG-21
Reward: 2,000
Class: Veteran


MiG-21
Reward: 2,000
Class: Veteran


MiG-21
Reward: 2,000
Class: Veteran


MiG-21
Reward: 2,000
Class: Veteran


Danger!
F-16
Reward: 15,000
Class: M.Sphere

Enemy Aircraft Continued

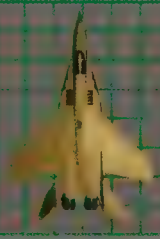
Danger!

F-16
Reward: 15,000
Class: Tallman

KF-C7
Reward: 3,000
Class: Veteran

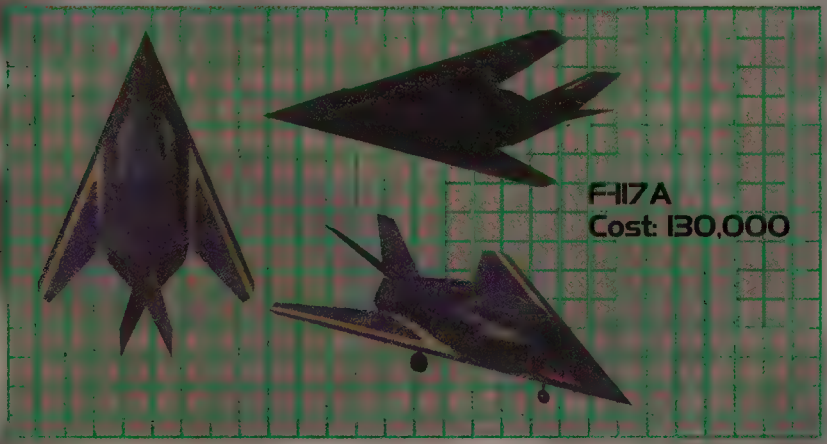
KF-C7
Reward: 3,000
Class: Veteran

MiG-29
Reward: 5,500
Class: Veteran



MiG-29
Reward: 5,500
Class: Veteran

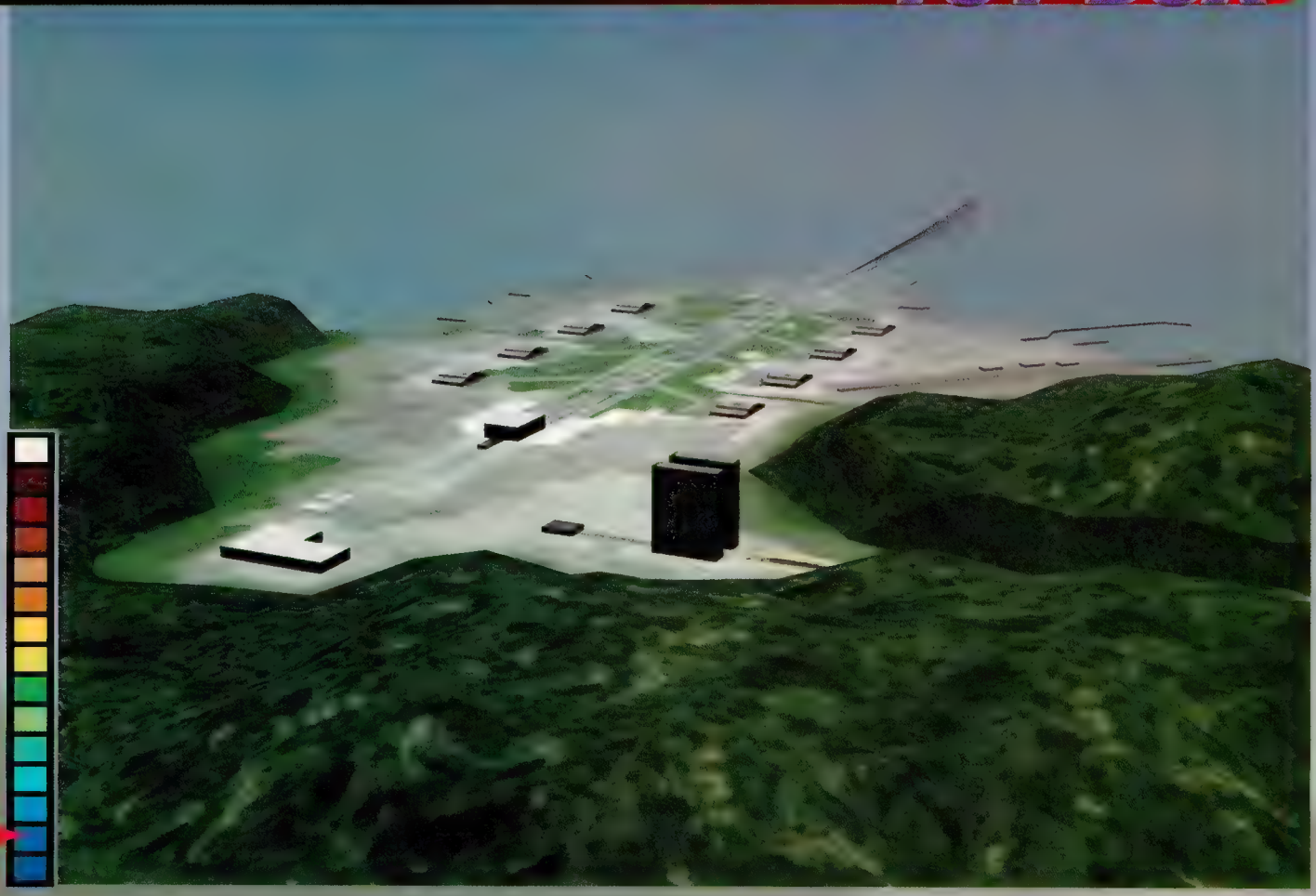
Post-Mission Arsenal



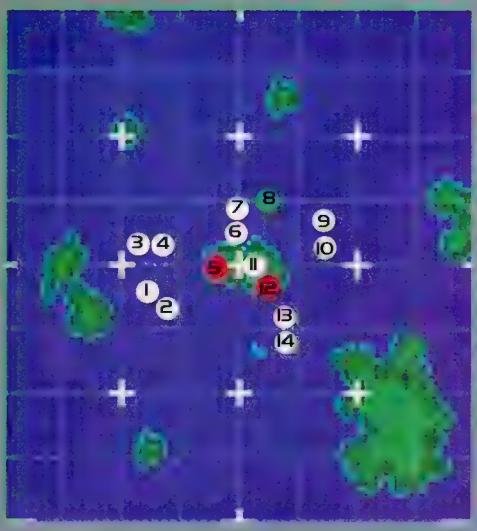
F-117A
Cost: 130,000

Best Times

Easy	Normal	Hard
5:40:26	5:59:50	6:09:53
Pilot: Pauly	Pilot: Reckonizer	Pilot: P. Ratt



Destroying the enemy's Prototype Bomber



Main Targets
S SHUTTLE
B HANGARS QTY.8

Secondary Targets
1 JF-2A
2 JF-2A
3 F-117A
4 F-117A
6 JF-2A
7 JF-2A
9 JF-2A
10 JF-2A
11 BASE F.KITCHEN
13 F-117A
14 F-117A

Skilled Targets
8 MiG-31 STALKER

"Destroying the enemy's Prototype Bomber - From the data found in the enemy's arms production base, we have discovered that a prototype bomber is currently in development. According to our data, development of this experimental airplane is nearing completion, and the project has been moved to a facility in Comona Islands for the final stages of fine tuning. It would be a great threat to us if they are able to roll out these new bombers. We want you to attack the production hangar, seek out the prototype bomber and destroy it. Target: The Prototype Bomber. The experimental plane is probably housed in one of the hangars lining the base. First bomb the hangars and identify the exact location of the plane!"

Those enemy engineers are at it again, causing more mischief for us to deal with. This time, a new type of bomber with futuristic technology and unimaginable capabilities has nearly completed the prototype stages of development and requires our immediate attention. We have discovered the location of the plane, and we need your services to aid in destroying their precious work. As is their way, our enemy has chosen to disrespect another island oasis by selecting to construct and pollute the tranquil Comona Islands. And on top of this they dared to bring F-117s with cow patterns out of the gateway and into the sky-blue pasture. Make the environmental and ethical scourges pay dearly for their misguided ways.

1 Remember, the flying fools first!

During your attack on the first target (a space shuttle of all things!) you'll encounter the first wave of opposition sent or constructed to fend off your advances. Your aerial rivals will be flying JF-2As. The JF-2A is a capable plane and the pilots are just as capable of putting up a challenge; especially if you choose to ignore them while you happily attack ground targets. But once you uncover, clean up, and slide on into the seat of your sharpshooting F-14, the side will be turned forever in your favor - increasing to unbeknownst levels if you decide to employ a wingman to take part in your success. Just remember not to take any stupid risks, or ignore the warnings sent to you. The ground targets are your usual fare: machine guns, missile launchers, and (non-offensive) tactical targets. If you want to use a plane designed for surface destruction, or just want to show off your new toy, I heartily suggest breaking in the F-117A. To control the jealousy generated by the enemy's much, much better looking stealth bombers read the next strategy.

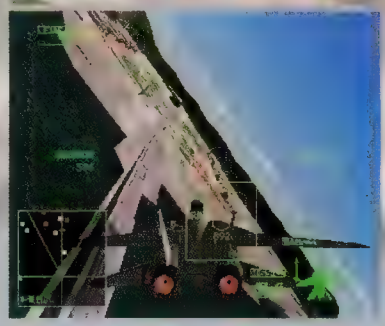
2 How would you like him cooked? ...Well done!

Cattle wrestling against the stealths that go "moo!" is one of the more important elements of the current mission. Whoever said it is hard to hide a cow must not have born witness to the bovine banshees our common adversary has created. The F-117A stealth's signature will disappear from your radar soon after it has left your visual sight so you may lose one with highly unfortunate results. Getting trampled by the missiles from an invisible stampede is a horridly embarrassing way to give up the ghost, but if you aren't smart this may be a description of your end. The best way to counter this is to use your feelings, imagination, and judgement to guess where the mad cow has gone and maneuver in such a way as to bring you in full view of its fertilizer-side. Then fire missiles until he's nice and well-done... actually maybe a little red is okay...

3 Nothing to worry about!

Now we've gotten to how you should battle the MiG-31 command plane. The MiG-31 is an amazing aircraft and is definitely one of the very best in the game, but it isn't flown very well by this lower-stature ace. The MiG-31 Stalker is no different from the other command planes you painlessly destroyed in a cherry-colored fireball of splintered metal and combustible chemicals. With the F-14's great air-to-air missile system, you should have few worries while jockeying into position to dispatch this insignificant gnat from your resplendent azure view. Any maneuvers that may be pulled on you, or tactics that may be used to foil your desires, should be countered with unconscious ease. An easy medal, but the pilot is what makes it easy.

4 Prototype bomber in da house!



Finding and blowing away the prototype bomber (tentatively named the "XB-10") only requires patience in reality. If you've beaten all the aerial resistance, and flattened the few ground units ineffectively attempting to end your reign of just terrorism, you'll have more than enough time to find, and obliterate, our enemy's most prized possession. Simply line your trajectory up with a line of the enemy's rickety, makeshift hangars then make a bombing pass. You should be able to knock out the whole row with a single fly-by. Each hangar you burn to the ground will earn you some extra cash, but if you don't want to fool around, just blast the second hangar on the right as you fly in from the south. It takes more than two missiles to shred the heavily-armed bomber so don't expect the mission to end after you come back and make a pass at the pupal prototype.

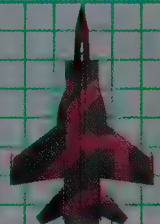
Enemy Aircraft

F-117A
Reward: 6,500
Class: Veteran

F-117A
Reward: 6,500
Class: Veteran

F-117A
Reward: 6,500
Class: Veteran

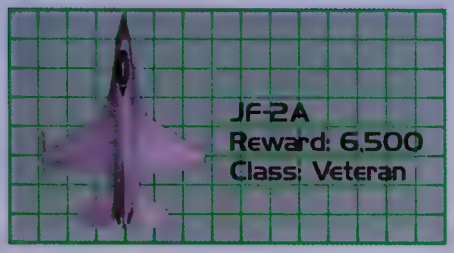
F-117A
Reward: 6,500
Class: Veteran

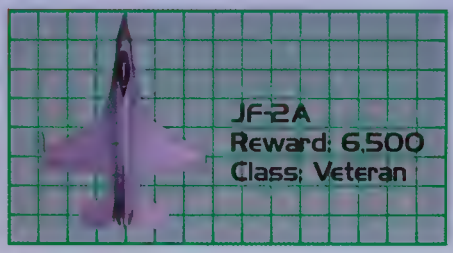


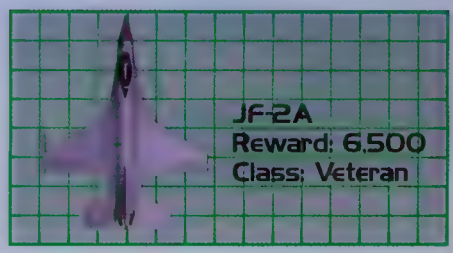
Danger!

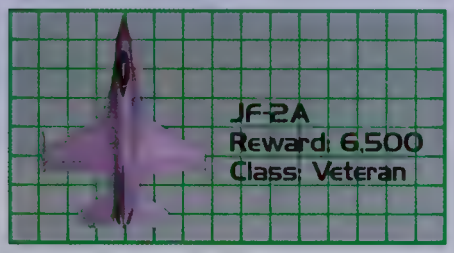
MiG-31
Reward: 20,000
Class: Stalker

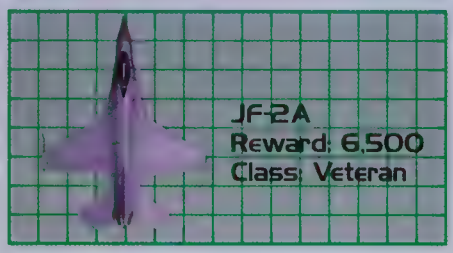
Enemy Aircraft Continued

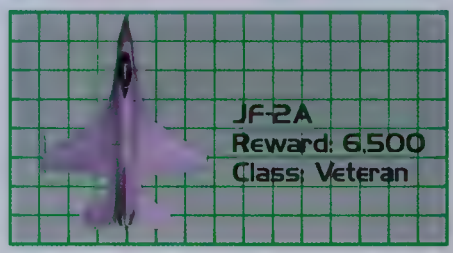




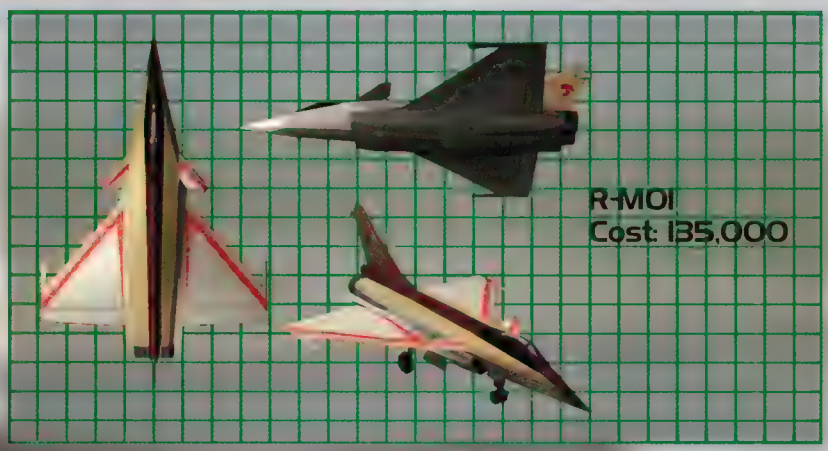








Post-Mission Arsenal



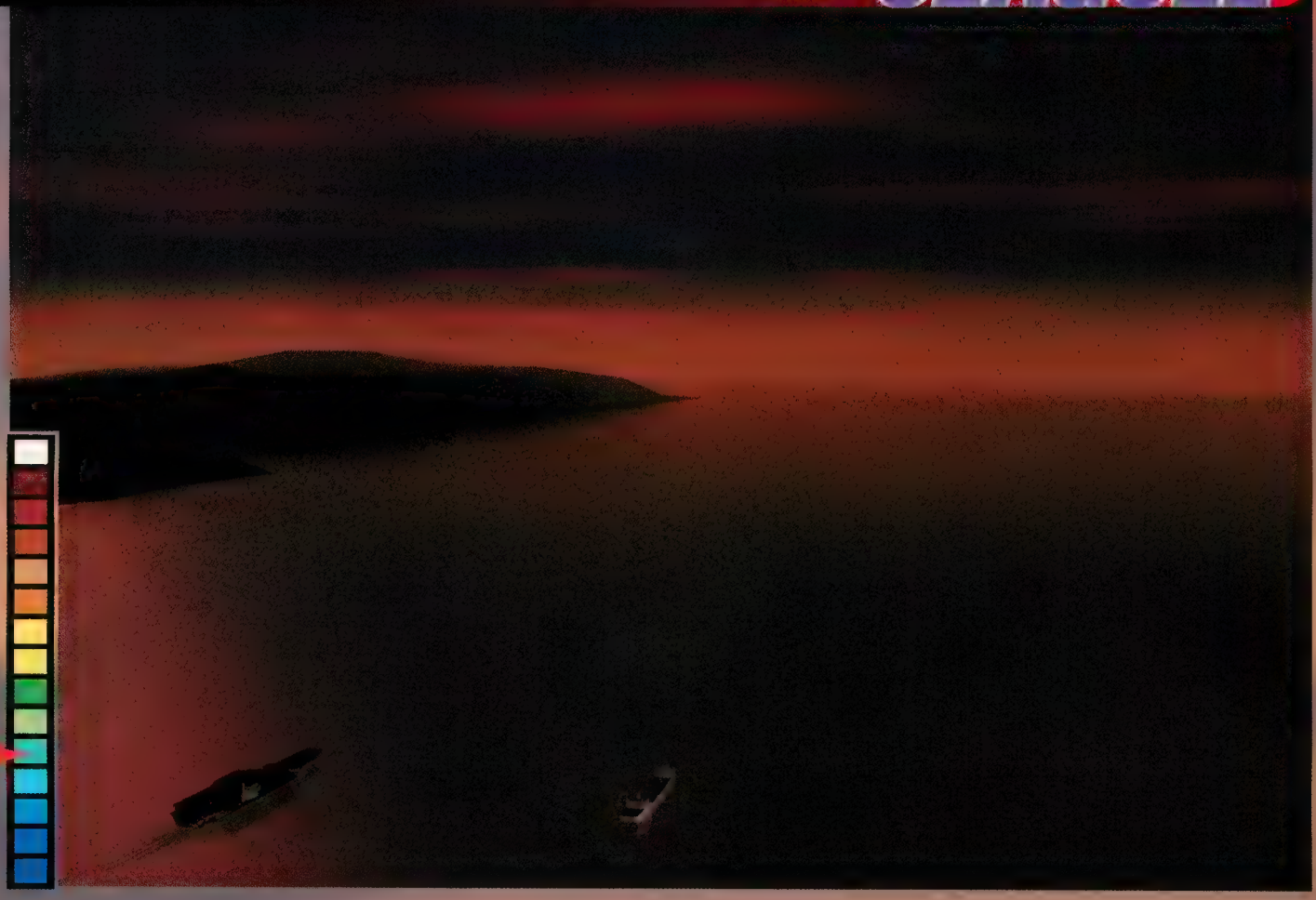
Best Times

Easy	Normal	Hard
5:37:88	6:53:63	11:17:50
Pilot: Pauly	Pilot: Reckonizer	Pilot: Blinky

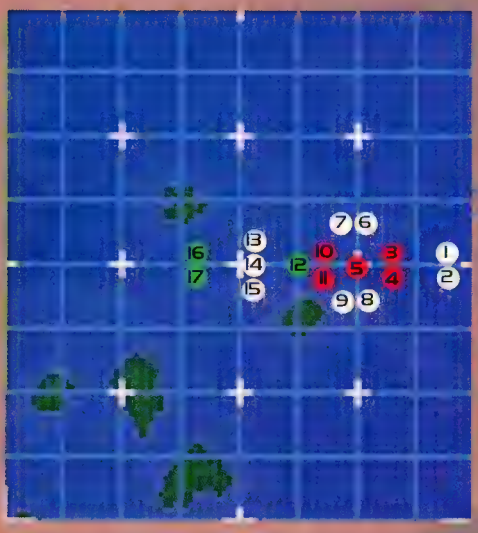
"Watch those guns on the main carrier!"

MISSION CODE55488484JEAH
Time!9:37

SEAGULL



Assault of the mobile fleet



Main Targets
3 WARSHIP
4 TRANSPORT
5 CARRIER
10 WARSHIP
11 WARSHIP

Secondary Targets
1 AV-8B
2 AV-8B
6 F/A-18D
7 A-6
8 F/A-18D
9 A-6
13 F-14
14 F-14
15 F-14

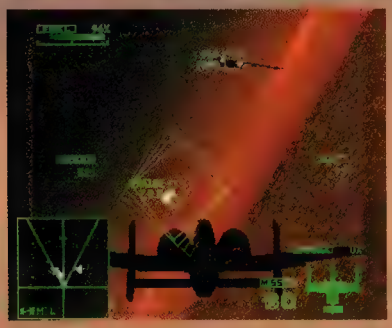
Skilled Targets
12 F/A-18E Z.O.E.
16 R-MOI HANGMEN
17 R-MOI HANGMEN

"Assault on the mobile fleet - We have received information that the enemy's mobile fleet is on the move. They seem to be ready to rally, immediately after joining forces with their front line troops. Your mission this time is to attack the enemy's mobile fleet, and put a stop to the sea invasion operation. Target: The enemy's mobile fleet. The AEGIS cruiser's fire power capability is immense! Try to avoid being caught in its sights, and use the hit-and-breakaway operation!"

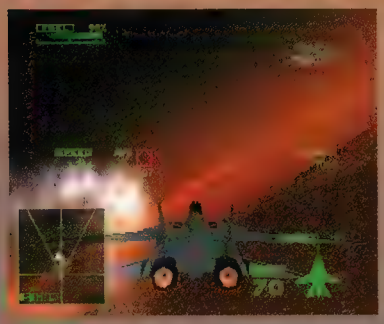
Close to the same area of tropical neverland as the last sortie is the enemy's AEGIS carrier leading a motley variety of mobile military weaponry. You are needed to put a stop to this splinter reinforcement operation, and to sink the massive AEGIS battle-cruiser while we have it in a situation where it's separated from our adversaries' other major military monstrosities. While this floating naval nightmare is the only sizable enemy force in the area, it does have escorting it a grand total of three command planes. This will make a difficult mission for you to wipe clean (except all but the flaming remnants of those cretins who would attempt to hurt you) like you have done in the operations prior. The planar sea setting makes it more feasible to use those daring, stomach-churning aerobatics which flying fighters are known for; so lets see a spectacular fight."

1 Take "Edge" on a date in the sky!

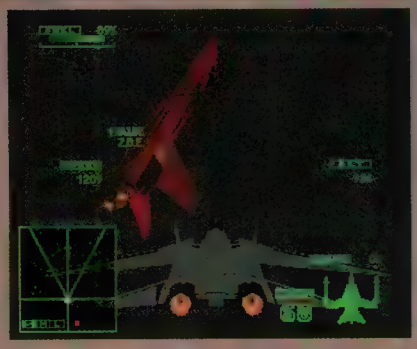
The way to take on this mission can be debated for days within your group of friends (oops, I meant to say "pilots"), but there are really only about two ways to go. For those who like the big, slow, air buffalo (i.e., the A-10) or the overly-faceted, heavily computer-assisted F-117A, you can choose to hire a wingman to give support from the air while you concentrate on the salty sea-level scraps. Purchase "Edge" for the day and make your first order to her be "Cover my tail." This will give you the needed support for those fearful situations where you'd be better off in something smaller, lighter, and inclined to chuck about many more pounds of the T.N.T. type stuff.



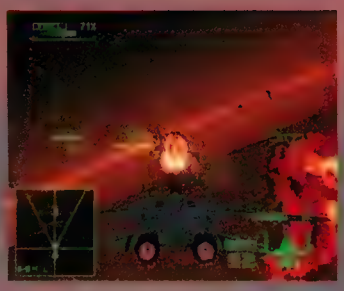
2 Step right up and don't be shy!



Or, if you would rather saddle up in a super-horsepowered air-superiority fighter you can choose the F-14 instead of the bombing beasts: the A-10 and F-117A. If you drool about the wonder that is experienced while freely slicing through the air above like a freshly sharpened guillotine through a paper plate full of strawberry jello... well then the F-14 is definitely for you! If you want help attacking the ground targets (or the rowdy pilots against your cause) feel free to purchase the services of a wingman. But, by now you may find that a wingman is unnecessary with the skills you have now encapsulated in the squishy gray glob of your impressive cranium. If you can't decide what to do, try a few possibilities out and see how you feel about the results.



3 Hurray for the "Hangmen"!

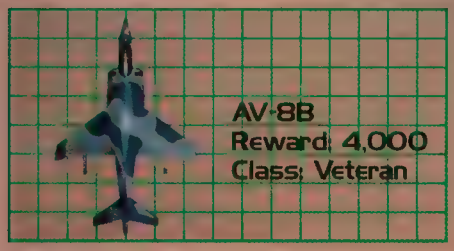


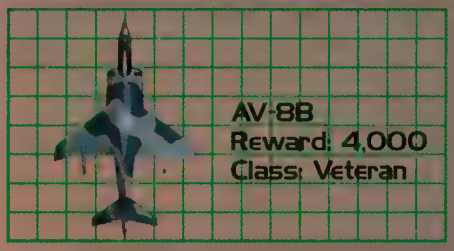
The variety of planes present in this theatre makes little difference when it comes to smoking their behinds out of the sky. It's business as usual with the only difference being the larger pack of floating foxes you are up against this time. Use the techniques that you've been using: getting behind your enemy, waiting for a good stationary lock-on before sending the Grim Reaper to meet that stranger in front of you, and occasionally watching your backside for any "grim introductions" aimed your way. The three command planes may cause you troubles in the missile capacity department if your command of the strategies needed to best these types of pilots have not been brought to full bear by the time of this mission, but you do need to know that the "Hangmen" take three missiles to bust rather than the usual two. Don't take stupid shots that you know (from experience, logic and your imagination) will not hit.

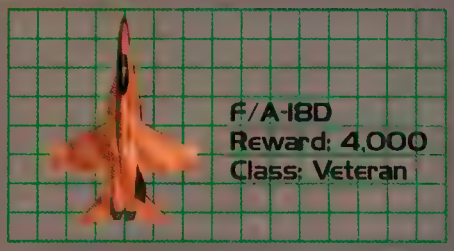
4 Sitting ducks!

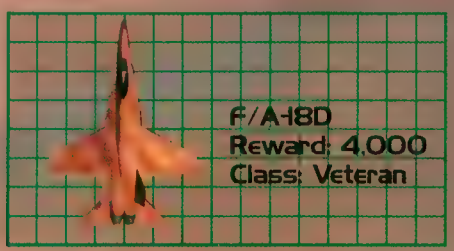
Your tactics versus the floating fleet of mechanical fighting fish are similar to the ground target strategies you've already been introduced to in earlier operations. Even though the sizable ships are not entirely stationary, it is quite easy to line up, and then ceremonially sink an entire warship or transport with one high speed go at it. Just watch for your height, pursuing jets, and missile launchers' launched missiles. The triangle button will come into rapid and frequent use as you zoom by the carriers while making several accurate, ace-ranking missile strikes during one pass by instantly changing locks after an earlier missile has been aimed and fired at its respective victim. If the super-manly skills required for this type of thermal barnstorming are too much for you too handle, then try to tag-out as many of the bogeys as you can before attempting to attack the carriers of evil.

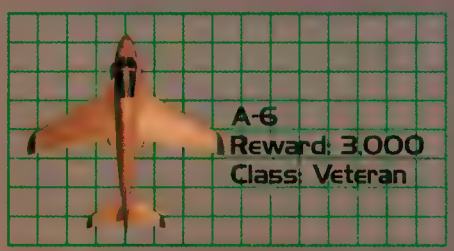
Enemy Aircraft



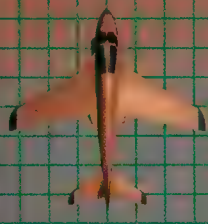






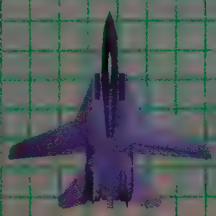


Enemy Aircraft Continued

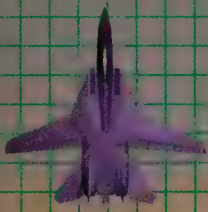


A-6
Reward: 3,000
Class: Veteran

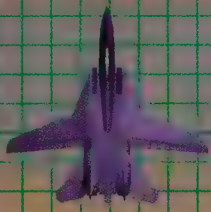
Danger!
F/A 18E
Reward: 32,500
Class: Z.O.E.



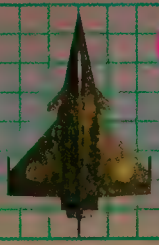
F-14
Reward: 6,000
Class: Veteran



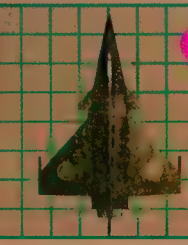
F-14
Reward: 6,000
Class: Veteran



F-14
Reward: 6,000
Class: Veteran

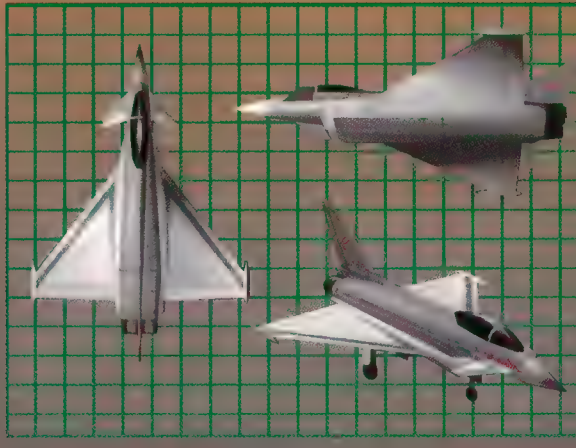


Danger!
R-MOI
Reward: 15,000
Class: Hangmen



Danger!
R-MOI
Reward: 15,000
Class: Hangmen

Post-Mission Arsenal



EF-2000
Cost: 170,000

Best Times

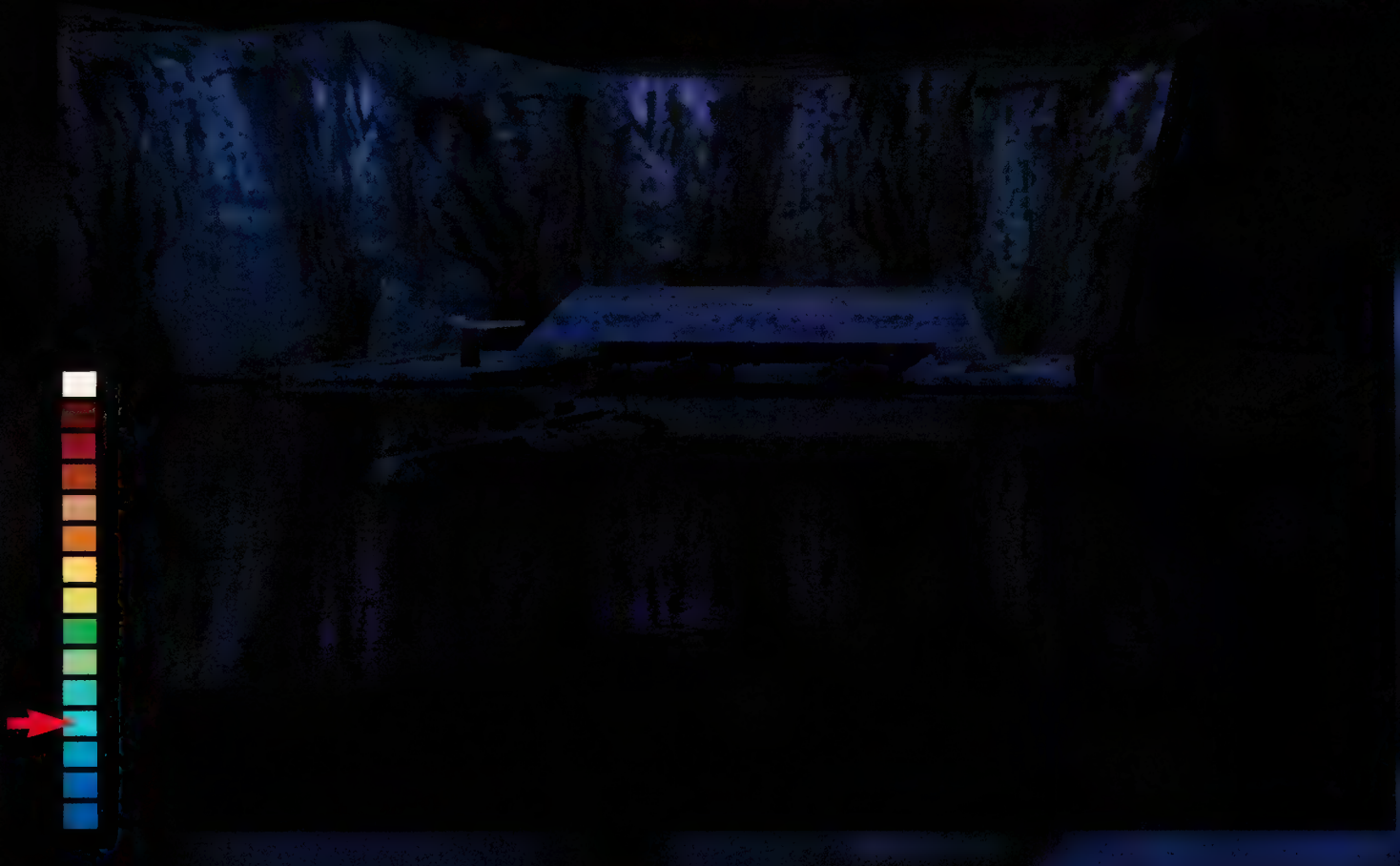
Easy	Normal	Hard
5:33:07	4:47:43	9:05:76
Pilot: Blinky	Pilot: Reckonizer	Pilot: Pauly

"Watch your altitude!"

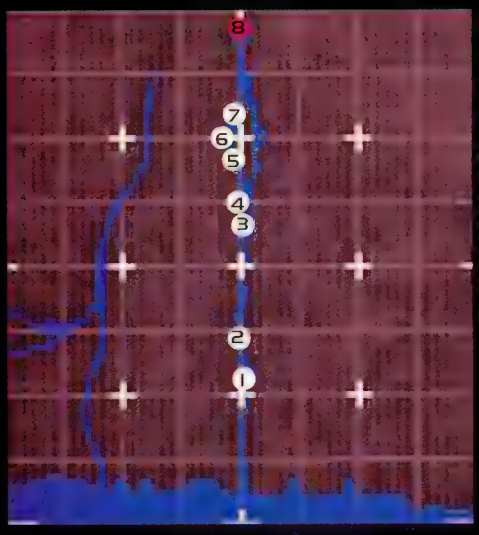
MISSION CODE:I15897SKDP

Time 0:19

ONE NIGHT STAND



Breaking into the enemy submarine base



Main Targets

B SUBMARINE DRAGONET I

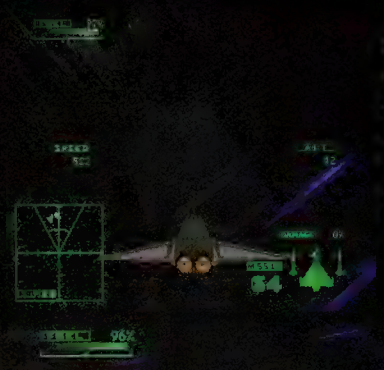
Secondary Targets

1 MiL-24
2 MiL-24
3 MiL-24
4 MiL-24
5 MiL-24
6 MiL-24
7 MiL-24

"Breaking into the enemy submarine base - We discovered the enemy's submarine base deep among the cliffs stretching directly inland from the inlet. We received information from our intelligence division on submarines loaded with deadly cruise missiles. It is considered that this base is likely to be the enemy's main area of operation. We want you to go in for a full attack. Target : The enemy submarine base. Because the air above the base is protected by a similar anti-aircraft missile network to that seen at the ravine base, flying at a high altitude will be dangerous. Be Careful! The cliffs are deep and complex, and any small navigational error could be fatal. Proceed with care and concentrate on your navigation!"

This is a mission of the utmost importance! The enemy has a submarine loaded with long range cruise missiles which can be very damaging to our bases and vehicles, and which are able to wreak deadly havoc on any personnel near their point of impact. Such a long range threat makes it hard to sleep, work, or function as the ominous delivery of massive devastation is constantly in all of our minds. And it clouds any happy thoughts we may experience with a foreboding worry that we may not be around for very much longer. This danger deserves your most aggressive and voracious instincts in order to surpass all the defenses of the enemy, and to blast to smitherines the cowardly submerged ships that would be overjoyed at the prospect of doing the same to us. Show them no mercy!

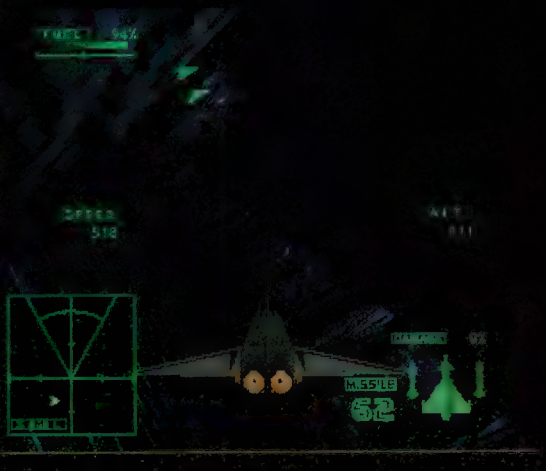
1 What happened to your buddies?



This is another mission where both your usual wingman are unable to make it. I guess they called in sick or something. Anyway your choice of plane in this mission is fairly open, unless you want to try the risky technique in the third strategy which requires the EF-2000. The F-14 is fine for this operation, and with it's eagle eye range missile lock-on, you won't be at such a disadvantage against the long-range lock Helicopters inhabiting this treacherous ravine. Other planes in your ever-growing stable are suitable also. Just keep your speed at the minimum allowed (don't worry, you are unable to stall), and don't exit the gorge.

2 True Blue!

The reflective, night-blue waters running along the valley floor are a sight to behold, but the blue-gray walls that surround them can be the source of nightmares. Make sure your TV is set up properly so that you can see where to go while within this maze of bluish commoness. If you can easily see the outline of the terrain then you will have little difficulty navigating this ravine; as it's much more spacious and straight than the earlier gorge goin' mission.

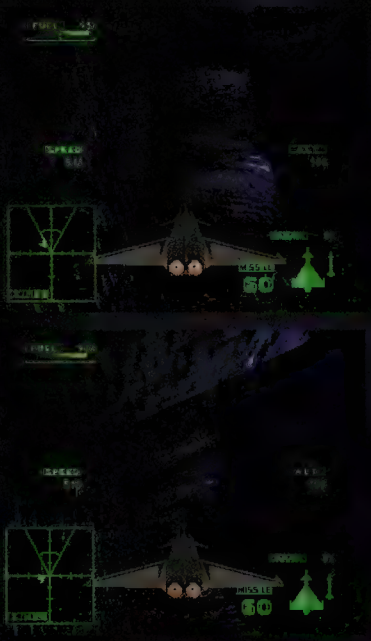


3 Helicopters in the hood!

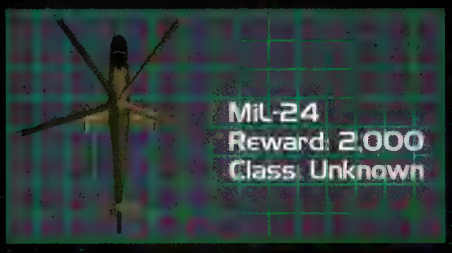
There are four forks that you'll encounter on your way to save the day, and a choice has to be made about which way you wish to go. If you want an easy time of it, or you keep having trouble dealing with the missiles fired by the cave bat-like helicopters, you should try going the direction of the ships every time. These ships definitely make up the weaker section of the submarine defense force, and only put up a bit more resistance than the helpless submarine at the end of this claustrophobic theatre of operation. For those who want more money and ranking points, I recommend going after the helicopters during the mission. Just be ready to veer off after you shoot because they have first missile capability, and use it.

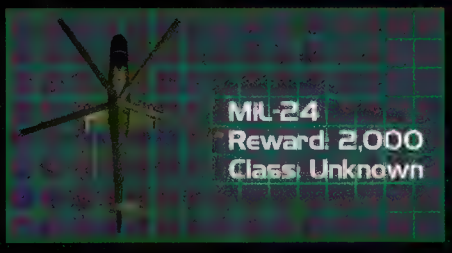
4 Read this if you have skills!

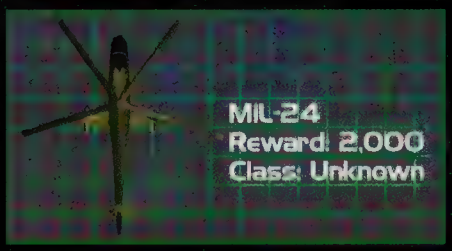
This last tactic is only for those of you who are; good, in love with the game, and either insane or boarding the blue and pink polka dot "bus of the bizarre" as we speak. First of all this requires the EF-2000, an excellent understanding of the game, and time to waste. You need the EF-2000 because it's has the best mobility of the planes you now possess, and the need for the other two factors will soon be self-explanatory. It is possible to blow away every enemy unit of this level because you can make wide turns at the ends of the forks and go back the other way to scoop up what you've missed. For example, at the second fork to the right, give the helicopter buzzing there a royal spanking. Next, get as close as you can to the right wall, and when you get to the area where the two separated sections again become one, perform a u-turn (be sure to fly as slow as you can). Now go backwards down the rock-formed trench and blast the ship from its moonlight glistening backside. Lastly, u-turn again to get back on course, you insanely skilled person, you...

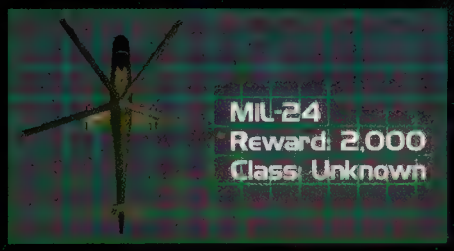


Enemy Aircraft

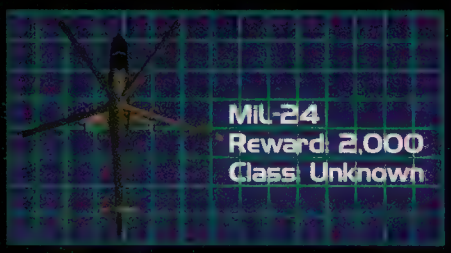


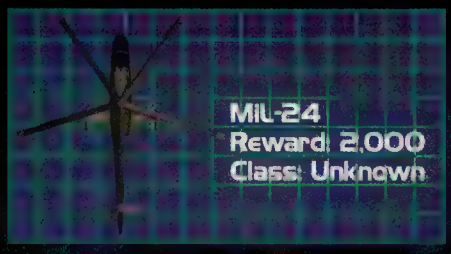




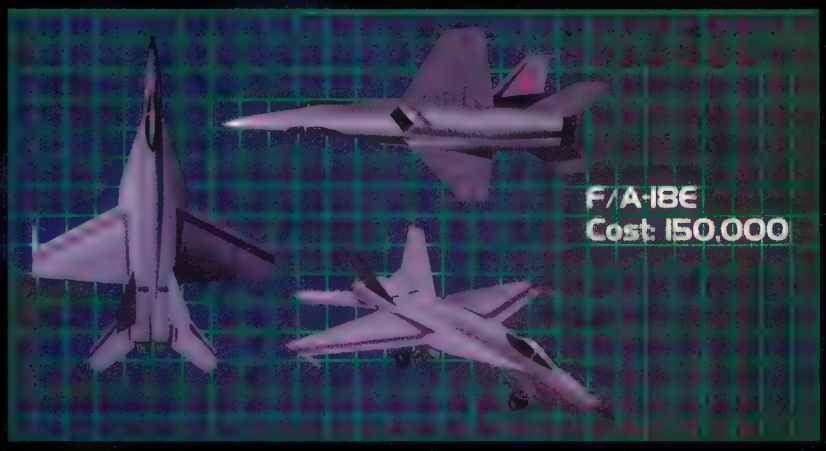


Enemy Aircraft Continued





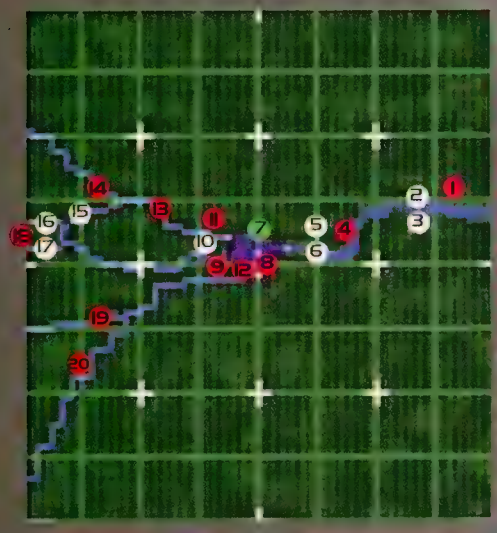
Post-Mission Arsenal



Best Times

Easy	Normal	Hard
1:59:55	2:02:86	2:45:13
Pilot: Dangoyama	Pilot: Reckonizer	Pilot: The Spud

Taking over the hydraulic power plant



Main Targets
1 POWER PLANT
4 POWER PLANT
8 TOWER
9 POWER PLANT
11 POWER PLANT
12 POWER PLANT
13 POWER PLANT
14 POWER PLANT
18 POWER PLANT
19 POWER PLANT
20 POWER PLANT

Secondary Targets
2 MiG-31 10 AV-8B
3 MiG-31 15 AV-8B
5 R-MOI 16 MiG-31
6 R-MOI 17 MiG-31

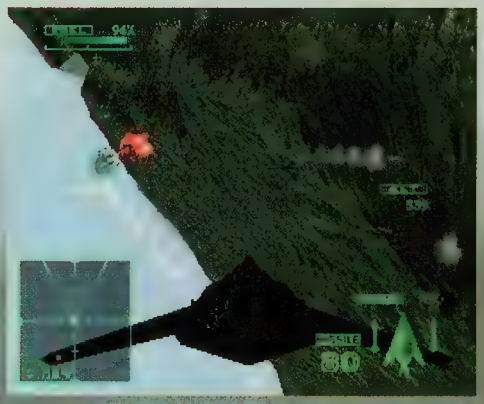
Skilled Targets
7 F-22 Z.O.E.

"Taking over the hydraulic power plant - We need you to take over the hydraulic power plant facility located in a secluded spot in the mountains. Tackle this operation in the same way you attacked the enemy arms production base, without damaging the base itself. You must now concentrate your force in attacking the enemy's escort fighter unit and their attack facilities. Target: The power plant defense units. There are many enemy fighters guarding the plant and there seem to be a large number of anti-aircraft weapons positioned around the base. In this operation you will face heavy resistance from both air and ground. Give it your best! We're counting on your safe return!"

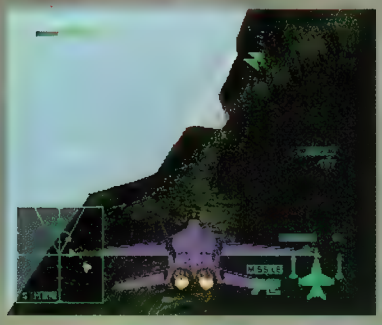
This is another delicate strategic mission with non-targets mixed in with the aggressors and other dangers present in this mission. A take over mission, "Power Plant" can have very beneficial results for our side if you succeed (and survive!). The theatre for this battle for ownership is set in a secluded mountain region that can cause many normal maneuvers to become deadly. Be careful with your flight and ground strike techniques or you will surely fail this operation. More power to you!

1 Winding up the wingmen!

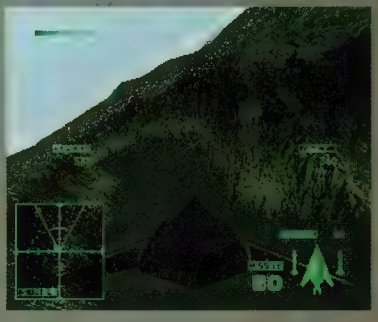
The choice of who should support you is vividly clear in this sortie, but the orders you should give, as always, depend on your personal preferences. The wingman planes are a little sparse in the effectiveness arena in my honest opinion. I recommend hiring "Edge" and ordering her to attack the opposition's ground defenses, command her to enter into machine combat with the enemy fighter pilots in the area. These choices seat her rump comfortably in a luscious F-14 or F-117A respectively, and you can have confidence in her ability to contribute to your results during the completion of this mission's fragile objectives. Even if you decide to hire a wingman to cover your rear weaknesses you can still rely on the ultra-sharp "Edge" to back you up firmly.



2 Let's take off!



Your selection of plane is actually fairly wide-open for the destruction of this power plant's defense unit. The heavy number of ground targets causes a few planes to come to mind. The F-117A and A-10 are two naturally surface feeders that will have an easy time flattening all land-loving, military, mountain-dwelling machinery inhabiting this arena of war. But even better is the young aerial prodigy picked up after the mission previous to this—the illustrious and sleek-looking F/A-18E. Although it looks like a warbird designed solely for sky-superiority and nothing else, it actually possesses an amazing ground attack missile system that makes it a definite contestant for the plane to be used. Oh yeah, the F-14 is always rarin' to go, but you already knew that...



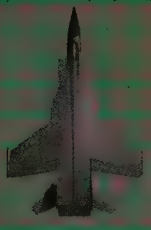
3 Return of the Z.O.E Team!

The return of the Z.O.E. team of fighter aces has occurred. Daring to pilot the same plane as you (if you chose the F-22) in an attempt to show you up, this pilot will be met soon after the round begins. It's your average command plane, and if it has improved over the first Z.O.E. you tangled with, it will probably be unnoticeable since your skills will have improved also. The usual considerations apply for dogfighting with this higher ranking Z.O.E. Major as do whenever you play missile chicken with a command plane; although, in the most recent operations this could be said about all the flying weapons you've had to deal with. Don't take stupid, rash, rushed, or uncontrolled shots, or your wayward, fuelless missile will end up crashing near some deer miles away (after missing its intended target by a wide mark). Lastly, watch out when maneuvering and performing tactics as the mountains can come upon you fast and furious at times.

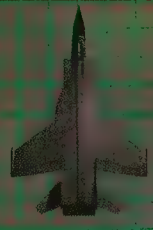
4 Watch those non-targets!

Turning off the power plant involves many techniques that you are already familiar with so you need not worry. Your major concern is to avoid blasting the structures labeled "non-target" by the suits above. Simply pay attention (look for "MSSL") to what type of target you've locked onto before transforming into trigger-happy Ted Tornado, the "target terrorist." The missile launchers will probably fire their missile before you can launch your counter, so be ready to veer away from your attack trajectory soon after your missile begins to whistle its way toward its prey. The long-range missile firing helicopters are also deserving of the same treatment, but be careful in the section where two helicopters have cozied up together. You may get hit if you go for both in one pass.

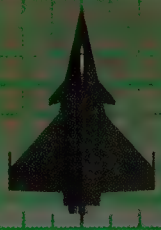
Enemy Aircraft



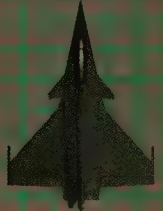
MiG-31
Reward: 8,000
Class: Veteran



MiG-31
Reward: 8,000
Class: Veteran



R-MOI
Reward: 6,750
Class: Veteran

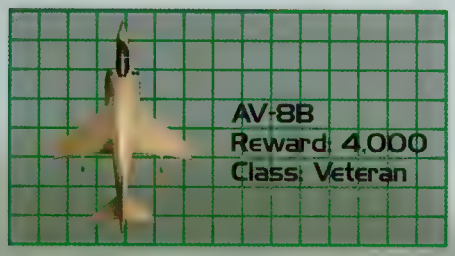


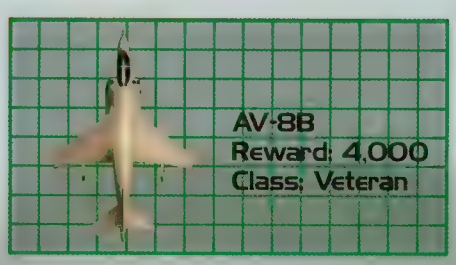
R-MOI
Reward: 6,750
Class: Veteran

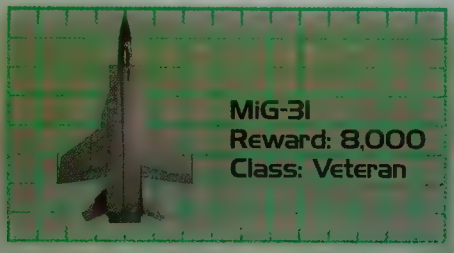
Danger!

F-22
Reward: 36,000
Class: Z.O.E.

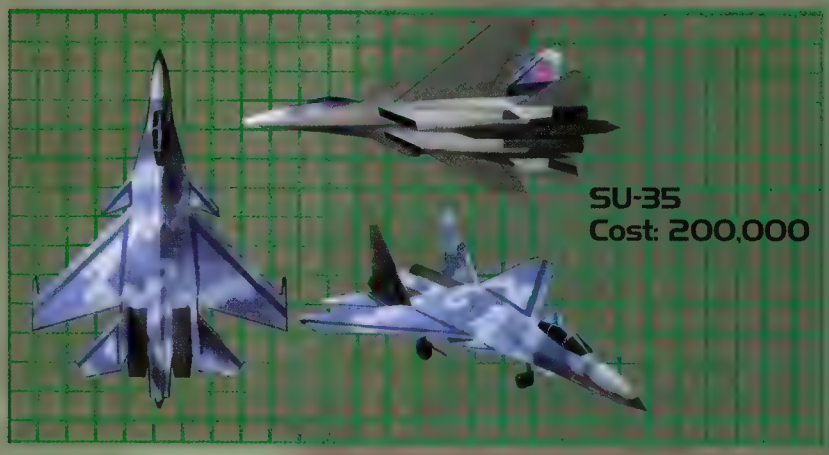
Enemy Aircraft Continued







Post-Mission Arsenal



Best Times

Easy	Normal	Hard
7:49:22	7:17:93	9:02:56
Pilot: Dangohead	Pilot: Reckonizer	Pilot: The Spud

Destruction of the missile silo base

Main Targets
4 SILO
7 BASE CRADLE
8 SILO
9 SILO
13 SILO
14 SILO

Secondary Targets
1 YAK-141
2 YAK-141
3 TOWER
10 YAK-141
11 YAK-141
12 TOWER
15 R-MOI
16 R-MOI

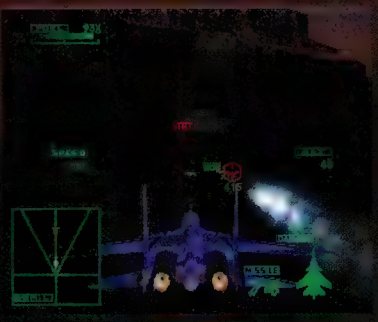
Skilled Targets
5 TND-F3 MAX
6 TND-F3 GOOSE

"Destruction of the enemy missile silo base - Thanks to your continued success, our forces have been able to advance a little further into enemy territory. As you can be sure, their counterattacks will escalate fiercely. Here, we want to throw the enemy into confusion in order to take the dominant position. To do this, we are going to divide our force in two, and then make simultaneous strikes on the enemy. This mission will be code-named operation "A"LPHAVILLE: your objective is to destroy the exhaust duct which ventilates the underground silo and the enemy missile silo base itself. Target: The silo base and exhaust duct. The only way to destroy the heavy protective wall covering the exhaust duct is to fly horizontally at an extremely low altitude and to hit it directly. Remember, keep it low, and good luck!"

This desert area mission is a difficult one and your intelligence in learning and flying will be tested under the bright, burning sun. You are forced to navigate in the tight spaces between the eroded brown buttes, trying your best to avoid the dry, claylike substance they're made of, and send your missiles down enormous exhaust ducts. This may strike you as being loads of frolicking fun, and you are probably getting ready to drop this book and go at it. But it would be the first of many errors you'd make (or create) if you attempted this operation without some guidance. The flamboyant command team of "Max" and "Goofy," er, I mean "Max" and "Goose", are awaiting your arrival, so please read on.

1 Hangar happiness!

The best planes for this mission are the best planes you've got primed and polished for battle in your overcrowded hen house of a hangar. The Su-35 is the best plane, by far, that you now have (or can purchase), and it would serve you well in this (or any other) operation. The F/A-18E is not as powerful as the Su(perior)-35, but it is acceptably ace at ripping apart ground-level targets. One of these two planes should be the selection "*du jour*," but there are other possibilities. For a special challenge you can try to pass this mission with one of the first group of planes you hatched, but this should come after you've already passed the mission for real.

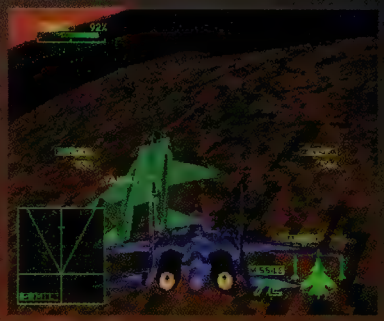


2 "Slash" is here for cleaning house!

The big butte forest can be a fearful and foreboding place for one to venture into alone, and you may need some moral and military machine support as you venture into the unknown. Because you need your back safe and the skies clear when performing the exhausting work you have at hand, a good choice of commands would be to either fan away any fighting flies trying to land one on your rear, or to attack enemy aggressors on its own. These selections can potentially make this mission a much more pleasant experience than it was designed to be. As for the selection of pilots, I'm forced to recommend "Slash" as the best prospect for a supporting side-plane.

3 Max and 'Goose' on the loose!

The pugilistic pilots that oppose our cause are now being selected out of a much higher quality bunch than before (although the first two YAK-141s can be missiled down as they take off). You may have quite a time staying on the tail of one of these maniacally-maneuvering magpies before your missile madness mode may begin.

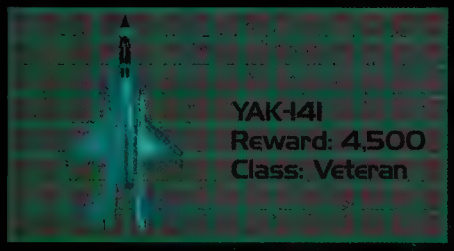


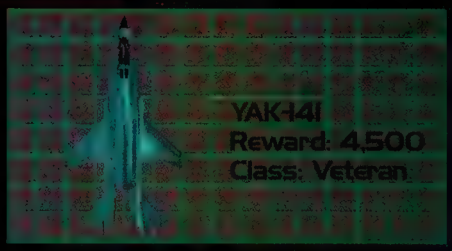
The Su-35 holds a healthy quantity of missiles, but they are not infinite; this isn't some fantasy world, you must manage your resources well or they will disappear (with you doing the same soon after). Also, don't become so intent on downing a TND-F3 or command plane that you lose consciousness of your surroundings, and make an "up close and personal" friendship with one of the grainy butte beauties hopefully reaching up to the heavens. And never ignore missile warnings while diving toward a ground target or you will join your lowly opponent.

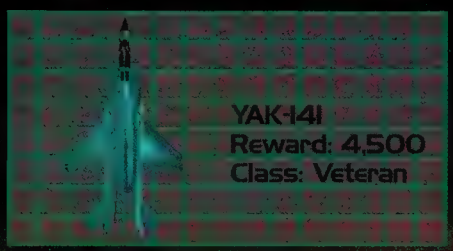
4 You shoot, you score!

The targets in this mission are the well-protected (except for one spot) exhaust ducts that are taller than many buildings. Each one has as its only defense a single missile launcher or machine gun, which tries to send you to a dusty grave before you can get a score in its goal. This little tidbit of knowledge can, with a little insight, be turned into a very useful tactic. You have to fly directly at an exhaust duct opening, while level and at low altitude, in order to get a successful shot at it; so knowing where the front of your target is becomes imperative. The frontal placement of each exhaust's defensive unit (which is a sensible place to put it since the ducts are weak in one spot only) lets you know how you'll have to line up for your dangerous dive, before you even set eyes upon it. This strategy will serve you well.

Enemy Aircraft





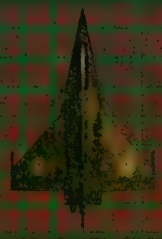


Enemy Aircraft Continued

Danger

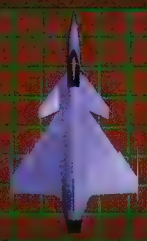
TND-F3
Reward: 15,000
Class: Goose

R-MOI
Reward: 6,750
Class: Ace



R-MOI
Reward: 6,750
Class: Ace

SF-39
Reward: 7,500
Class: Ace



SF-39
Reward: 7,500
Class: Ace

Post-Mission Arsenal

YF-23A
Cost: 210,000

Best Times

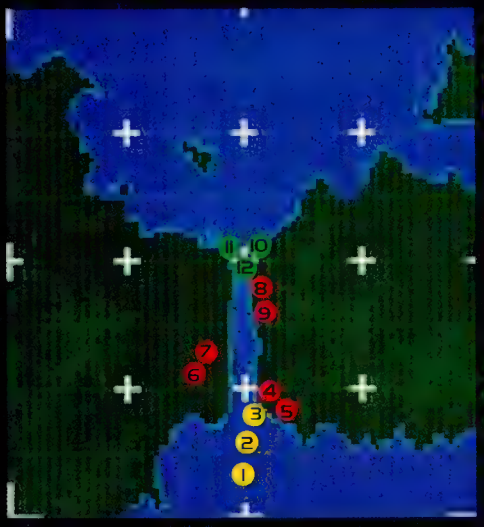
Easy	Normal	Hard
4:58:22	6:46:86	7:34:48
Pilot: P. Ratt	Pilot: Reckonizer	Pilot: Reckonizer

"Watch those guns to the west!"

MISSION CODE:4558515-20JB
Time: 06:22

ST. ELMO'S FIRE

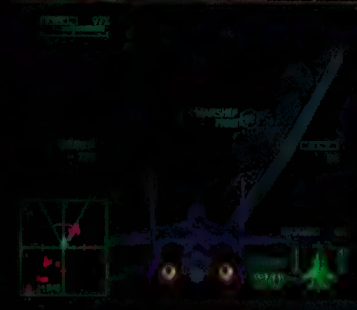
Escorting the break-through-channel operation



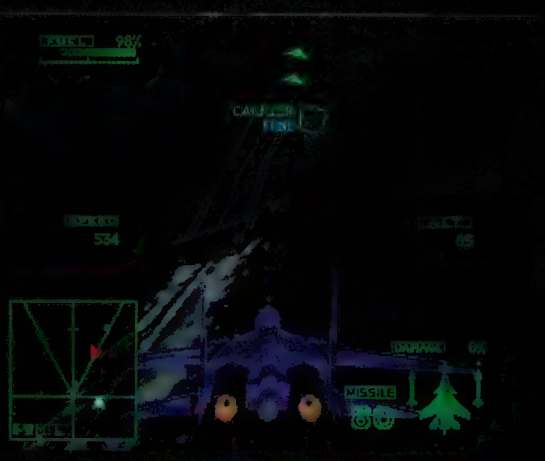
"Escorting the break-through-channel operation - The decision was made to send out our aircraft carrier mobile fleet for an invasion deep inside enemy territory. The operation is to go through the Payton Channel, and quickly break through the center of the enemy forces. It is expected that the enemy force will concentrate in a counter-attack on our mobile fleet to halt our progress. We want you to escort this break-through-channel operation, and to protect our mobile fleet unit. Target: The enemy fighters and the ground force. Attack the enemy with full firepower in order to allow our entire fleet to pass through safely!"

This is another escort mission, but with much slower units to be escorted. Take these carriers by the hand and lead them safely through the murky, cursed forest of machine gun-fire and homing explosives. In a canal setting, you must fight for the right of passage for our two weary warships and the courageous carrier they proudly flank. The enemy pilots are fierce opponents, of "Top-Gun" ranking in skill, and will test your abilities, and those of your wandering wingman. In addition to these threats against our sea-craft, you have a multi-colored, Chinese, triple combo of command level danger; in the form of three F-15E command planes. Good luck! You'll need it!

1 Send that bird flying!

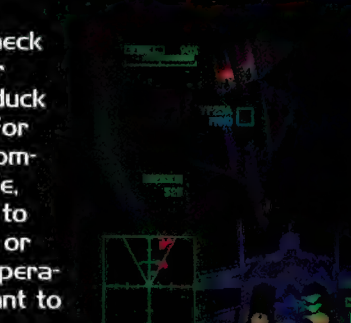


The plane of choice is the Su-35 in my opinion; unless you have a carnal desire for some form of suicidal challenge. The Su-35 is a sturdy, well-crafted piece of aerial blessedness, with its high mobility, defense, and missile strength versus any sort of target. If you, for whatever medically-treatable reason, lack affection for the king of the skies - the Su-35 - then you do have other (inferior, but more challenging) options available to you. The brand new YF-23A, freshly acquired form the buttes of "El Dorado," is a beaut, and possesses respectable stats. Its secretive stealth technology is but another plus for this modern marvel of nerd engineering. Lastly, the F-14 is still powerful enough to pull off some of these later missions; so if that's what you like, that's what you should use.



2 Dancing in the sky!

Hiring a wingman, just like the earlier escort operation, will be highly pushed upon you by me. In missions of this form (i.e., escorting), any time you're drawn away, either by self-defense or selfish offense (blasting for cash, medals, *et cetera*), the units you should be guarding are in extreme peril. Now you have to leave them some time or you'll transform into a bright yellow sitting duck like the rest of our units. A simple signing of a check with the name "Edge" or "Slash" on it will begin duck season in your favor. For freedom of action, I recommend hiring Miss Reliable, "Edge," with the orders to "engage enemy aircraft" or "commence the escort operation" (the best if you want to run off on your own). "Money well spent, makes a nobly-rewarded gent" (medals and such).



3 Little critters along the water!

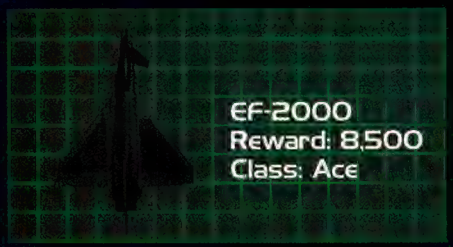
The targets in this mission include more than a few ground installations which do not show up on the information display. These are probably the most dangerous enemies in relation to the ships. These machine guns and missile launchers are situated right in the channel; so a passing ship will stand little or no chance against them.

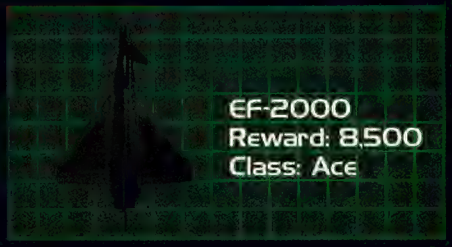
While flying around, periodically check your area radar to see if the carrier procession has reached a set of surface-attackers yet. If so, immediately halt your current activity and get back to work. Or instead, you may decide it's best to just blow away most (or all) of the channel-dwelling military "shell"-fish right at the start; this is also an acceptable, although aggressive, answer. The bogeys are not going to bother you too much. They are somewhat evasive, but it will still take very little time to dispatch each one. The basic rule is to attack whoever is, or may in the near future be, attacking our battleships.

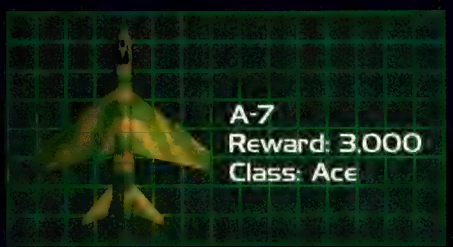
4 Let's play cops and robbers!

First of all, the command planes are the only non-major targets in the whole theatre, so if you see a white signature on your crowded and colorful radar, you know it's one of the Chinese aerobatic command team coming up fast. The requirements of an operation of this type make it difficult to go after any target that isn't important, let alone a command plane (x3!), but if you want to master this game you have to be able to protect and neglect, at the proper times. When you've cleared the way of ground targets at least a minute ahead of time and there is halcyon air above the ships, then, and only then, will it be safe for you to venture off in order to challenge the F-15 flying trio to a duel to the death. The techniques that were formed and crafted during your previous battles with command planes will serve you well. Take good shots, and try to line up a guaranteed home-run missile on your first time up to the plate because your helpless dugout is in dire need of you. Don't let the hundreds of people on our battleships down! Make this sortie a success!

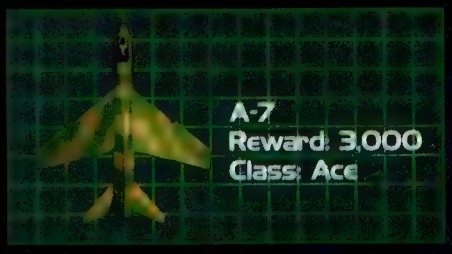
Enemy Aircraft

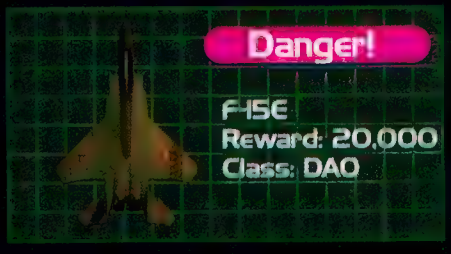


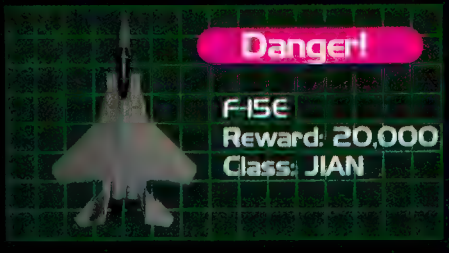


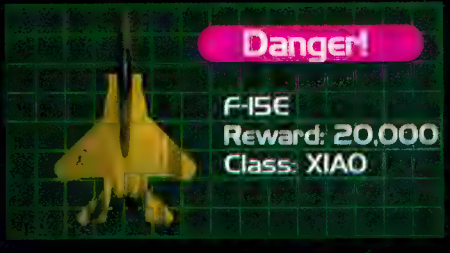


Enemy Aircraft Continued





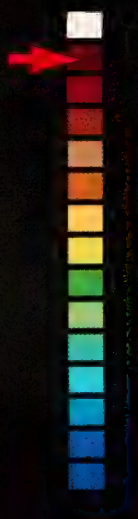




Post-Mission Arsenal

Best Times

Easy	Normal	Hard
5:12:48	4:43:60	5:19:53
Pilot: D. Dub	Pilot: Chief Hambleton	Pilot: P. Ratt



Pursuit on the enemy's transport plane unit

Main Targets

1. TND-F3
2. TND-F3
3. B-52
4. C-5
5. R-MOI
6. R-MOI
7. C-5
8. C-5
9. C-5

Skilled Targets

10. EF-2000 D.R.2000
11. EF-2000 D.R.2000
12. EF-2000 D.R.2000

"Pursuit on the enemy's transport plane unit - Thanks to your tremendous achievements, our forces are now deep within enemy territory. Naturally we expect heavy resistance as we advance in our invasion. In order to take the dominant position, we want to confuse the enemy by making simultaneous strikes with two separate forces. This mission is code-named: Operation "B"ELLISSIMA. Your objective is pursue the transport plane currently involved in an enemy operation. Target: The enemy transport plane. There are many escort fighters guarding the unit, and the effectiveness of our radar will be reduced due to poor atmospheric conditions. Keep your eyes open!"

Our military strategists, spurned on by the success you and others have had up till now, have started to be more aggressive and confident in their operation designs. This time they have mused long and hard to develop a well-thought-out double strike against two separate areas of enemy military activity. This plan will surely put extreme worry in the minds of our common enemy, and bring us even deeper into their gradually dwindling territory. Be careful in this area as your radar effectiveness will be compromised by the atmospheric contamination present in this theatre.

1 Getting an "Edge-up" on the competition!

When it comes to which plane you should use, there are only a couple of serious contenders. The best belle "B"ellissima-beaters include your best-suited planes for air-to-air combat, namely the F-14 and the out-of-this-world Su-35. Either warcraft will easily serve the needs of this mission. For supporting aircraft and pilots I have only a couple of suggestions. Since this is a purely air-based target operation, and no other factors are involved, there are only two orders available. If you chose to hire protection for your defenseless rear fuselage, I recommend going with "Edge" and her F/A-18E. If you want help in the area of doggie-duking I recommend selecting "Slash" and his fire-spitting F-14.

2 No radar? No problem!

Another mission without your old, trusty radar system working properly. What's an ace pilot such as yourself supposed to do in a situation like this? Adapt, and get over it! Like the earlier mission, you must use the directional arrow, surrounding the lock-on circle in the middle of the heads-up-display for your plane, for most of the mission. Unlike the earlier sortie, there's no way to "fix" the radar interference (in the other mission of this type you could shoot down the E767s to end the undesired radar activity). This is made even worse due to the presence of a command plane trio that must be dealt with severely. If you need to use either radar, all you can do is wait for a split-second signature to register, and then from the image, figure-out how to proceed with your attack. Concentration and imagination are the keys to completing this dangerously blind battle.

3 Triple tango!

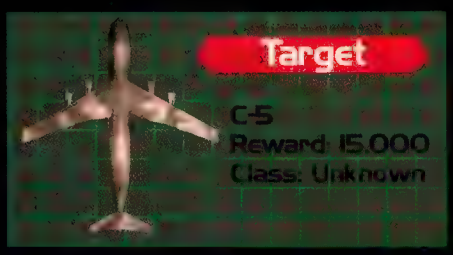
The EF-2000 "Death Rave 2000" trio of command fighters are present and watching the escorted-transport operation from long distance. These flamboyantly marked jets are battle-ready , experienced pilots who don't plan to fail their mission to protect the transport. Their one disadvantage is probably what they are most proud of - the way their crafts stand-out from all the others. Not only are they separated from the pack and strikingly marked, but they also happen to make up the entirety of non-targets in this area. Any white signature that appears on your flickering, chaotic radar is a member of this aerial top-gun team, and should be taken out in a prompt and ruthless fashion.

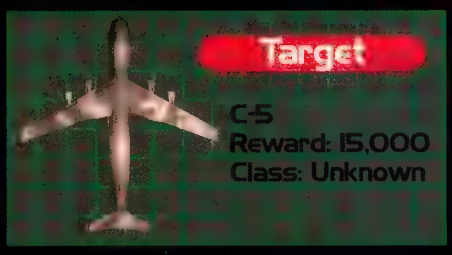
But, be wary of their strengths; which are mainly that they're command planes (making them extremely evasive and accurate) and that there are three of them (making ganged-up-on situations increase three-fold). Use the usual loops and fluctuating speed turns to get behind them.

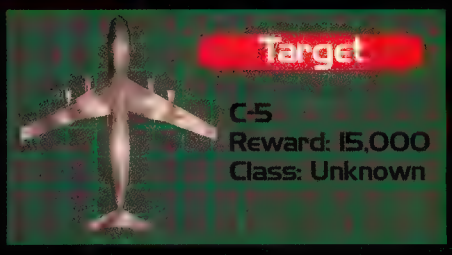
4 Easy as 1-2-3!

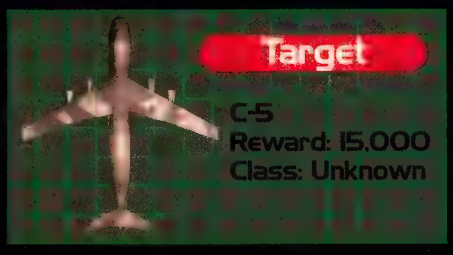
Every metal flyer in this theatre except for you, an optional wing-man, and the "Death Rave 2000" triangle formation trio, are targets that must be sent earthward in pieces before this mission will end. The fighters are nothing special and will not give you as much of a challenge as the D.R. 2000s will, but still be sure to take good locks and be aware of your surroundings so you don't crash into a mountain during some fantastic, but ultimately foolish, flipping fanciness. The C-5 transports are your usual slow-winged beastie. You should be in control of your plane and avoid passing one up before it has started to destruct. The C-5s are tough, winged wilder-beasts, and require three direct hits from your sure-fire missiles before their armor, and fuselage, are obliterated into magnificent arches of molten metal.

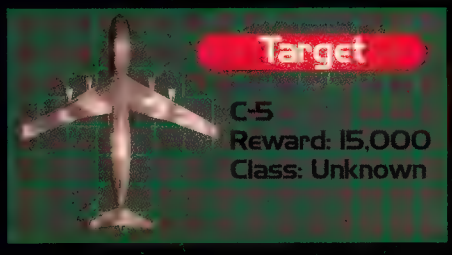
Enemy Aircraft







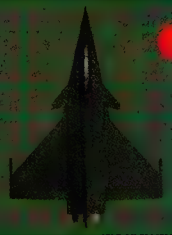




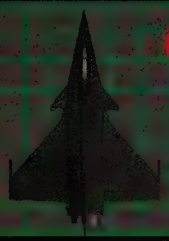
Enemy Aircraft Continued

Target
TND-F3
Reward: 4,750
Class: Ace

Target
TND-F3
Reward: 4,750
Class: Ace



Target
R-MOI
Reward: 6,750
Class: Ace



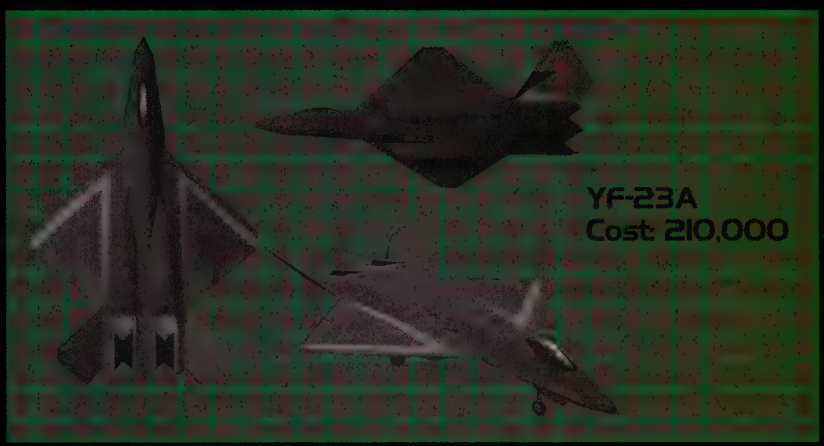
Target
R-MOI
Reward: 6,750
Class: Ace

Danger
EF-2000
Reward: 18,000
Class: D.R. 2000

Danger
EF-2000
Reward: 18,000
Class: D.R. 2000

Danger
EF-2000
Reward: 18,000
Class: D.R. 2000

Post-Mission Arsenal



YF-23A
Cost: 210,000

Best Times

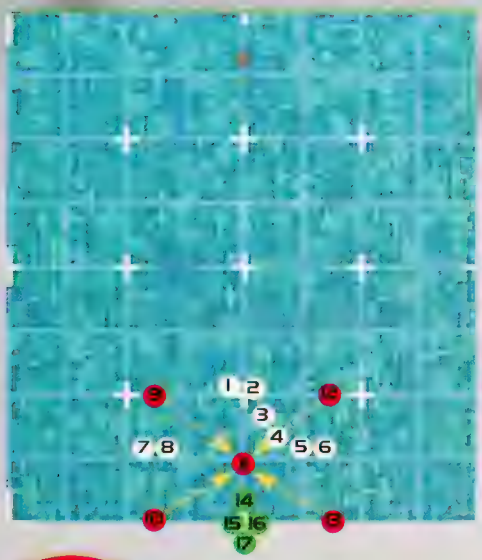
Easy	Normal	Hard
4:56:18	5:22:93	5:38:73
Pilot: The Spud	Pilot: Dangoyama	Pilot: Leather Lips

"Keep it low, I repeat, Keep it low!"

MISSION CODE234506698JUN
Time: 09:21

DEAD END

Low-altitude surprise attack operation



Main Targets

- 9 RADAR SITE
- 10 RADAR SITE
- 11 GARRISON
- 12 RADAR SITE
- 13 RADAR SITE

Secondary Targets

1	A-10	5	MiG-31
2	A-10	6	MiG-31
3	B-2	7	SU-37
4	B-2	8	SU-37

Skilled Targets

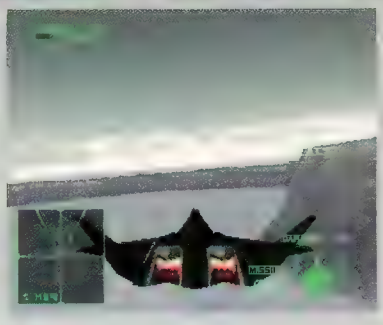
- 14 YF-23A F.F.F.
- 15 YF-23A F.F.F.
- 16 YF-23A F.F.F.
- 17 YF-23A F.F.F.

Low-altitude surprise attack operation - We have received information that the enemy is assembling their air power in preparation for a counterattack on our invasion forces. We must attack them while they are getting ready to make their sortie, which is right now. We will fly at a low altitude below 600 feet, in order to avoid radar detection. We will make a surprise attack on the enemy before they have a chance to counterattack. Target: The enemy garrison. It is difficult to maintain low altitude flight, but we must not be detected by the enemy's radar in order to avoid any possible resistance. Take a good look at the lay of the land, and proceed with care!

This mission is set in a "Salt Flats" type environment with a gray look to all the area. This is almost like an open ravine sortie where you're required to keep below a certain altitude until you reach the main target, but this time you're not so constricted by the obstacles surrounding you. And, should you go too high, you're not in any immediate danger if you are picked up on radar, but your post-mission choices will be reduced if you let the B-2s get away. You can skim the surfaces of the landmasses in this area and still not enter the radar-detection zone, but if you try to attack all the ground units in your path you may inadvertently fly above the safe area. Be smart!

1 Flying above the snow covered plateau!

As usual, the best planes all-around are the best planes for the mission at hand. Your best planes are the Yf-23A, Su-35, and possibly the F-14. The ground opposition is very weak so you don't need to have a bird with high versus-surface abilities. The planes mentioned are suitable for the requirements of the mission, which involves dogfighting against other high ability planes. You will need a powerful plane, with a superior level of weapon effectiveness, since you are forced to take this mission alone, and the swarm of supersonic wasps, that will shoot toward you once your presence is discovered, will be seemingly impossible to overcome even with the YF-23A or Su-35 (let alone anything lesser). You must have excellent mobility to keep track of the "Fox Force Four," and you must have even better missiles in order to waste them.



2 Stay low and keep quiet!

For those who never settle for anything less than the best, the majority of the challenge of this mission will come from the long trek toward the secret airstrip. I say this because you've already mastered air-to-air combat (and are used to it), so the final fight of the operation will be comfortable for you. But, in order to achieve perfect success in this secretive sortie, you MUST destroy the two B-2 bombers preparing to take off at the airstrip.

Although there is no direct danger involved in being caught by the radar, once your attacking schemes come to the enemy's attention they will immediately cut short their preparations and take to the skies earlier than planned. For those who just want to pass the mission this means they don't have to worry about being found out, but for the best-of-the-best, and those of you who want to go to the "Electric Dreams" mission, this means a slow, steady sortie of carefully controlled piloting. Stay below six-hundred feet at all times. You can still go over the landmasses, and the ground targets will still be waiting long after the B-2s have stopped melting, so go after them later. Fly straight and be careful!

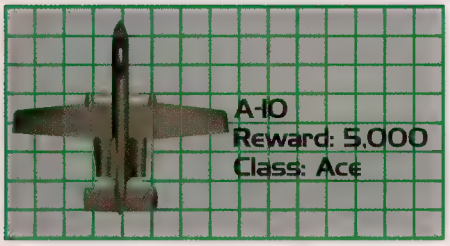
3 The four disappearing birds!

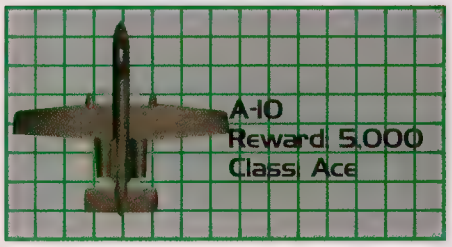
Taking on four killer command planes at the same time is quite a task, and the "Fox Force Four" are not going to make it easier for you. In addition to the spunkiness of these warbirds there is another factor working against you: they are flying sneaky stealth fighters. Once they leave your physical sight they will soon disappear from your radar also. This can cause quite a conundrum if you have a couple of MiG-31s and Su-37s digging their collective hands into this aerial mix of disadvantages. Well if you're truly deserving of the title "ace" by now, the non-command fighters should be minced-missile-meat once you decide to put them out of the game. The quartet of powerful canines will test you much more. Trust me, they will get behind you while you try to follow one of their pack, and then you must dodge and tail at the same time. This is possible, but not easy by any stretch. The faster you can set fire to the fox four's YF-23As, the sooner a period of relaxation will commence.

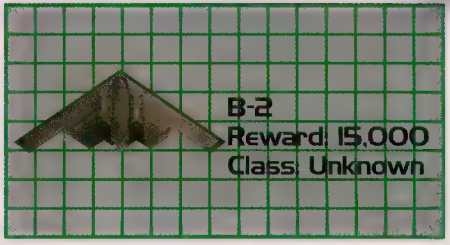
4 The milkman's missiles!

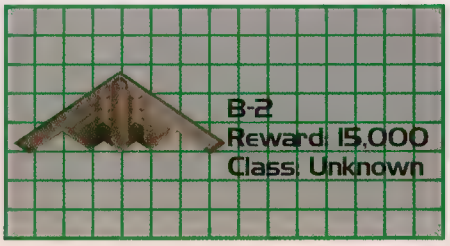
If you can make it close enough to the makeshift airport, before getting caught, you can blast the enemy's B-2s before they get away. You'll have to make at least two passes, so be prepared to make another go after you've introduced the first shipment of missile merchandise to them. After this, go on to blow away the similarly tough MiG-31s and the other antagonists circling above the airfield. Now, after all the planes are shattered cinders, you can get on with the destruction of the airstrip and its radar system. This will offer you no challenge at all - simply make a circular flight where you destroy every radar dish then blast the central tower. Now, you can relax!

Enemy Aircraft

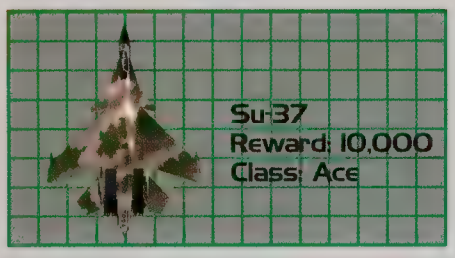


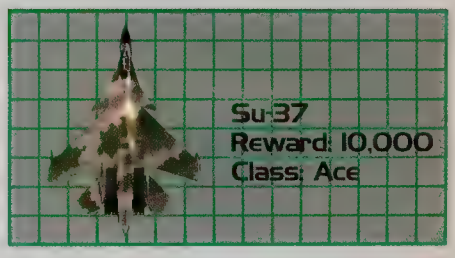


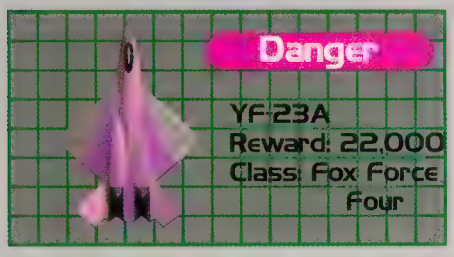


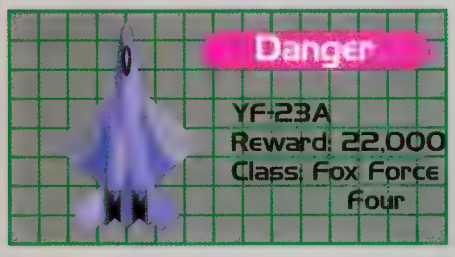


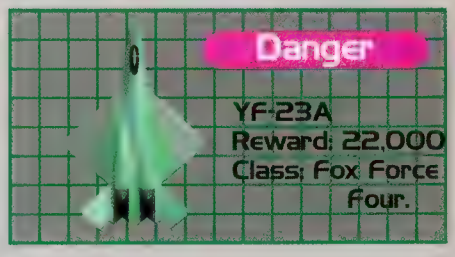
Enemy Aircraft Continued

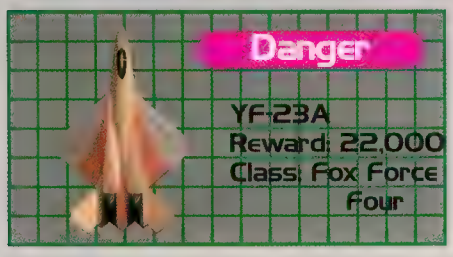




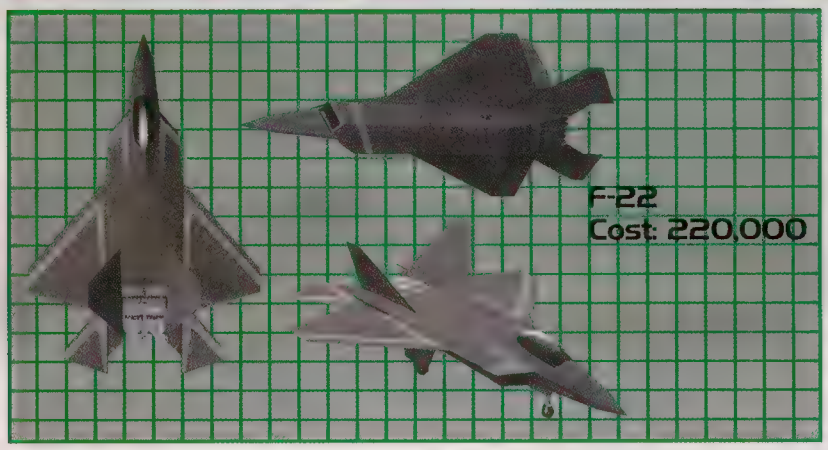








Post-Mission Arsenal



Best Times

Easy
4:34:41
Pilot: Dangoyama

Normal
6:33:46
Pilot: Blinky

Hard
5:48:03
Pilot: Reckonizer

Attack on the enemy's elementary particle lab

Main Targets
6 B-1

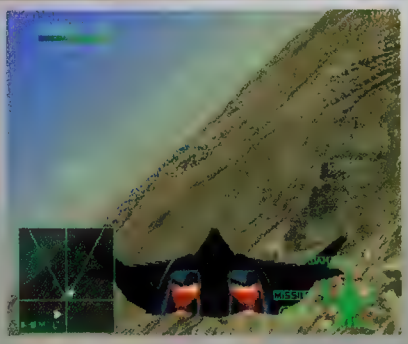
Secondary Targets
1 SF-37
2 SF-37
3 A-10
4 A-10
5 SF-37
7 SF-37
8 EF-2000
9 EF-2000

"Attack on the enemy's elementary particle lab - Following our attack on the enemy garrison, we have confirmed the destruction of a communications plane belonging to their elementary particle lab. Your objective this time is to destroy the lab. This will be no easy task as the lab is surrounded by a strong anti-aircraft missile network. According to the data we have received in this emergency situation, the anti-aircraft missile facilities are installed underground, and are indestructible. However, their guidance mechanism is not very reliable, and it is possible to evade them by circling very quickly. Target: The enemy's elementary particle lab. You will be in constant danger of missile attacks while you are on this mission. Stay calm, and avoid those missiles!"

This operation immediately follows the last mission: "Dead End," and is based on information learned in its smoldery aftermath. Previous experience with the missile system now present at this location gives us confidence that you will be able to avoid destruction, with expert flying. We have faith in your fantastic flying and fighting abilities, and we know that even though you are unable to cease the existence of the missile forces; you can still accomplish the objectives set and also return in one air-worthy piece. The loss of their elementary particle lab will do great damage to enemy prospects of long term technological development of potentially dangerous new weaponry. Your success is paramount!

1 Time for some solo action!

This is another mission you must complete without the assistance of a supporting aircraft. This mission isn't as difficult as it may sound from the description, so don't worry too much. If you want the best chance possible for passing the mission, you should restrict your warbird choices to the succulent Su-35, phenomenal F-22, or the, umm, "YF-excellent" YF-23A. These planes are all more than powerful enough to destroy the pathetic SF-27s, EF-2000s (*et cetera*) you'll be up against over the spotted vein mountain ranges in this operation.



2 Helicopters and missiles and jets.... Oh my!

Soon after your entrance into this theatre of missile mayhem, you'll encounter a duo of SF-37s coming in at a head-on collision trajectory. Dodge any missiles they attempt to strike you with and begin a tight turn; setting up a missile attack behind one of the SFs. Continue until both are disintegrated dust, and then proceed toward the target.

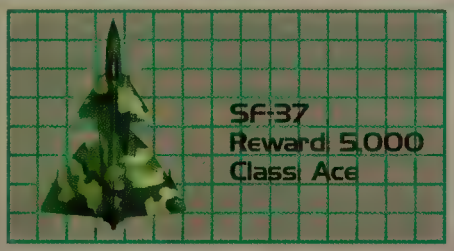
You'll then come upon a quad squad of RAH-66 helicopters hovering in wait. Remove all these propellered punks from the desert skyline post-haste, but don't take them too lightly as their missile lock-on range is superior to yours. Their missiles will already be in red-hot pursuit by the time you fire your homing answers to the riddle of who lives, and... er, who doesn't.

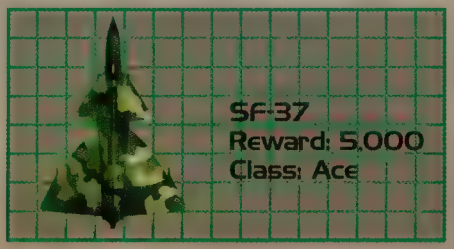
3 Just like shooting fish in a barrel!

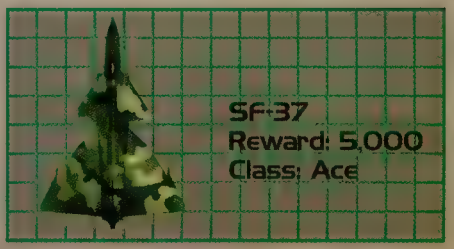
Next, after dispatching those stationary helicopters, is a double dose of A-10 attitude. You already know that these slow, bulky bombers are no match for the super-powered plane you are flying, but maybe the A-10 captains disagree with common logic. Well, I guess you'll just have to teach them that the common can be pretty intelligent sometimes. After this debauchery will come two more SF-37s. Spank these just as hard and mercilessly as you did the previous two Suicide Fighters. You shouldn't miss any shots against the aerial aggressors in this mission, just be sure to doggie-duel with these two adversaries away from the elementary particle lab "Pancake" or you'll have to deal with missiles from high and low.

4 Breakfast anyone?

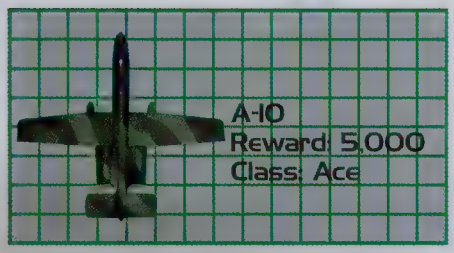
Now for the spectacular grand finale! After the last SF-37 duo, start your airborne siege upon the "Pancake" lab. Fry every piece of it sticking above the ground. But be ready for a short-lived interruption from a team of EF-2000s. Just like your earlier tussle with the group of SF-37s, move the fight away from the lab and its missile system. Once the EF-2000s have been put to rest, return to your attack on the elementary particle laboratory. The missiles can be easily avoided while you're hitting multiple targets in a single pass. Continue to spread destruction all over the lab like a bottle of flaming syrup on a flaky flapjack.

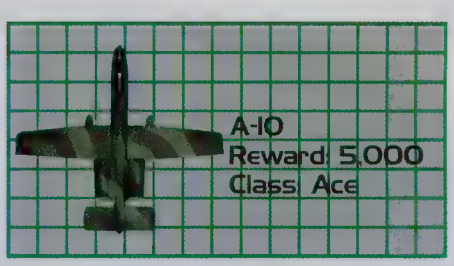


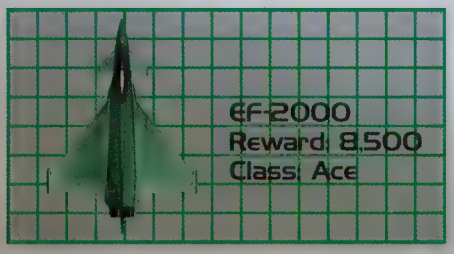


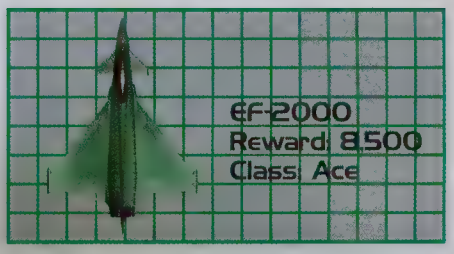


Enemy Aircraft Continued









Post-Mission Arsenal

Please don't be upset. Just take a deep breath and count to 20. You don't get a new plane after this mission. Take it easy and move on to the next mission with a smile.

Best Times

Easy	Normal	Hard
2:10:35	1:59:10	3:54:76
Pilot: Blinky	Pilot: Reckonizer	Pilot: Reckonizer

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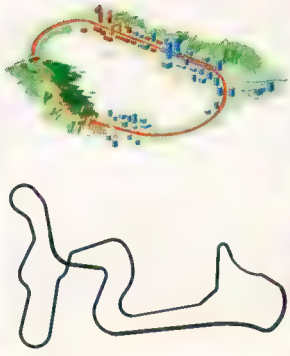

the more cash you accumulate. Use it to modify your existing car, or save it to finance a tricker, quicker ride. See the face on the hood of that car? His handsome mug was lacquered on with the Custom Paint & Team Logo Designer. No bolt was left untorqued in an effort to make Rage Racer the most realistic street racing experience. The only question is, how fast can you race to the store and buy it?

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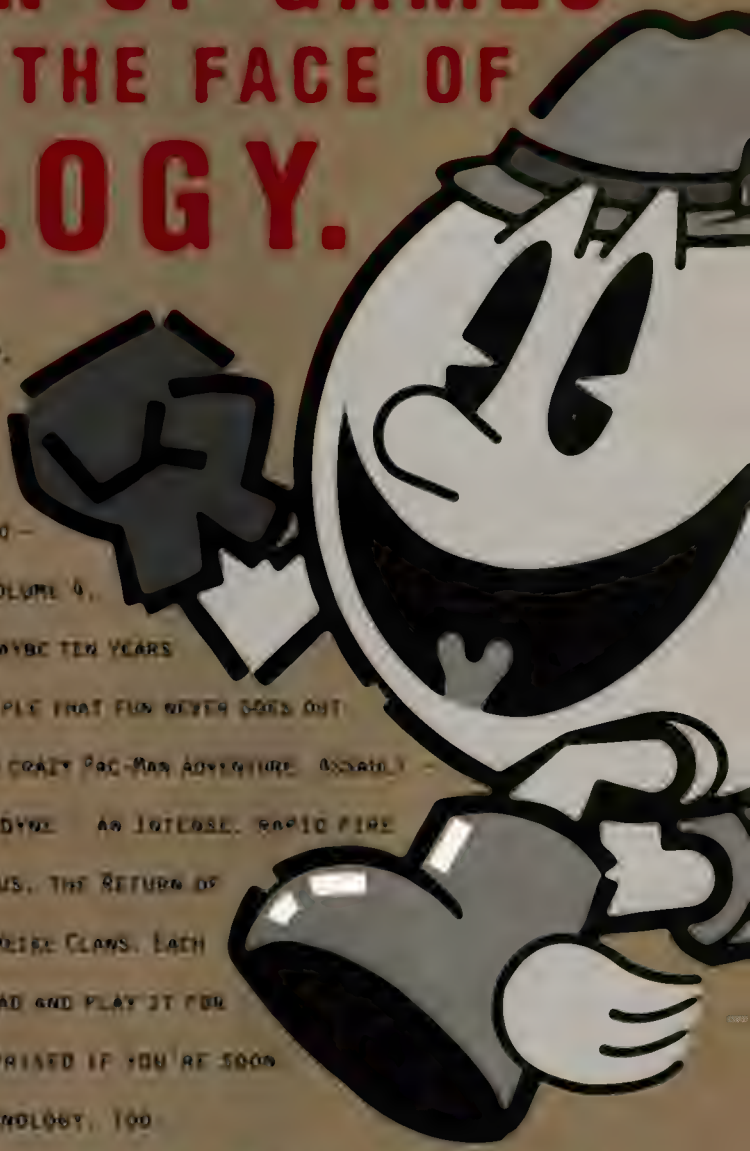
INTRODUCING

A COLLECTION OF GAMES THAT LAUGHS IN THE FACE OF TECHNOLOGY.



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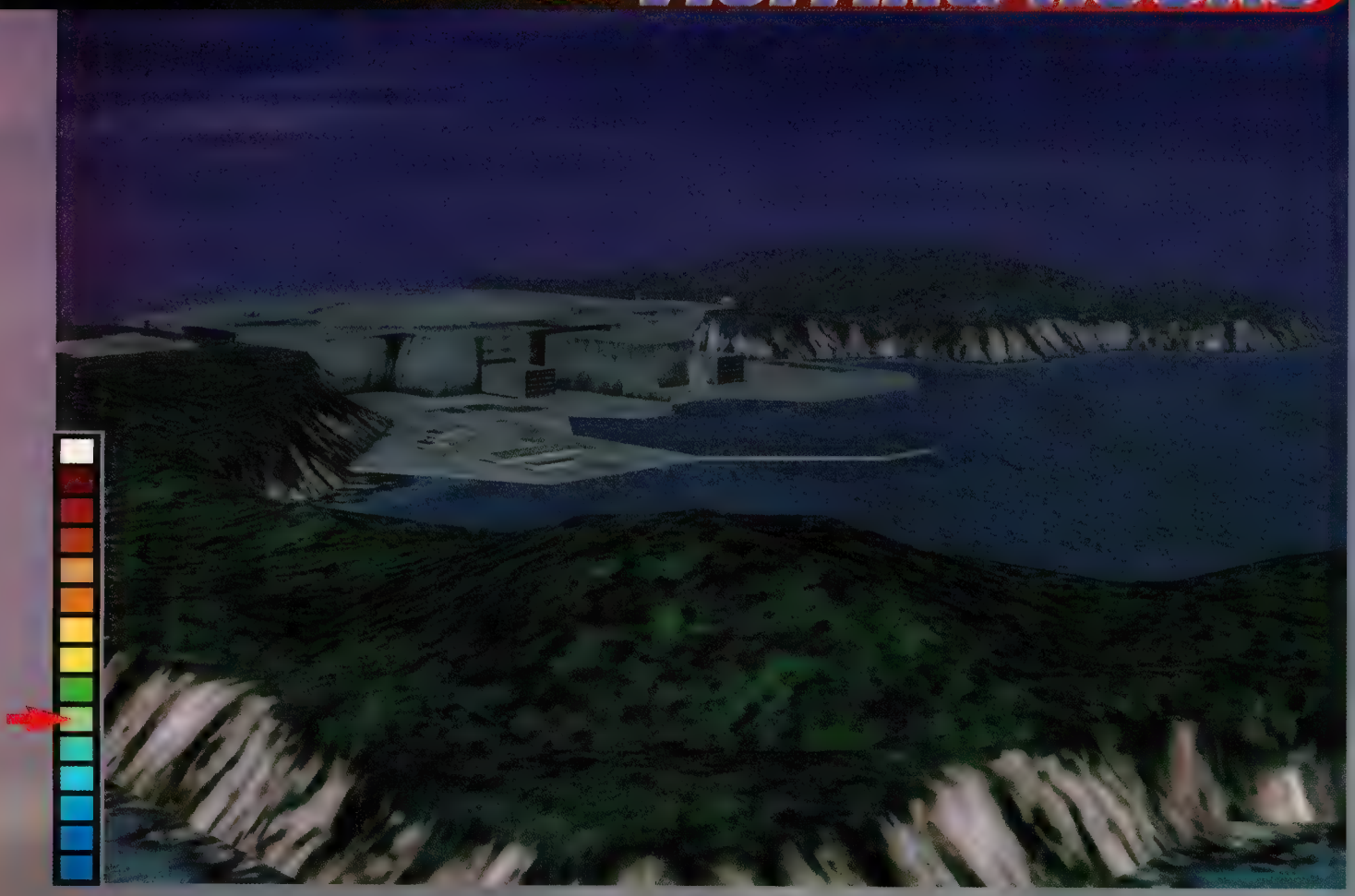
"The vent is open, commence the raid!"

MISSION CODE:87745565WNG

Time 14:45

VISITING HOURS



Breaking into the geothermal plant base

Main Targets

5 POWER PLANT TURNTABLE

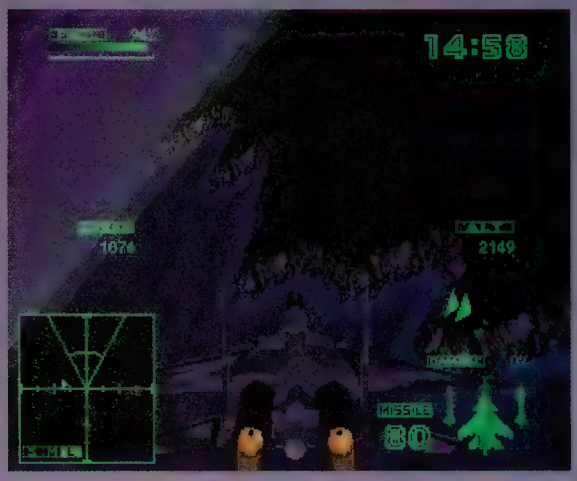
Secondary Targets

1 F-22
2 SU-37
3 SU-37
4 SU-37
6 F-15E
7 F-15E
8 F-15E
9 F-22
10 F-22
11 F-14
12 F-14
13 F-14

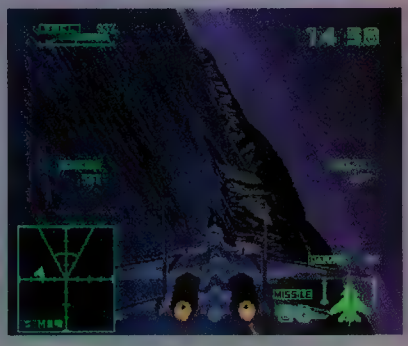
Breaking into the geothermal plant base - Your operation this time is to destroy the enemy's geothermal plant. It is a difficult task because this base is completely covered by a dome shaped wall made of heavy, resistant material. Bombing it directly will not be effective. We will first break into the base through a heat release vent, and then destroy their central cooling unit in order to stop the base from functioning. The heat vent is closed at the moment, but our ground unit is scheduled to enter the base secretly and open it. We plan to open the vent at precisely 15:00hours. The time window is very small in this operation, we can only keep the vent open for 90 seconds. A hit-and-breakaway operation with lightning speed must be employed. Target: The enemy's geothermal plant base. Watch the clock, and don't waste a second!

This is a one-of-a-kind mission. We have taken great risks to get our men inside the enemy's geothermal plant. You must not fail! Our infiltration team have put themselves in great danger, and an unbelievably hostile environment, in order to open the enemy geothermal plant's heat release vent for a mere 90 seconds. The enemy won't be expecting this breach of security and will not be able to mobilize its forces fast enough to prevent your "dismantling" of the plant. Our top secret special-operation team can only guarantee one minute and a half of opportunity before they must desperately flee enemy territory to avoid capture. This is what you have. This is what you'll have to use.

1 The heat is on!

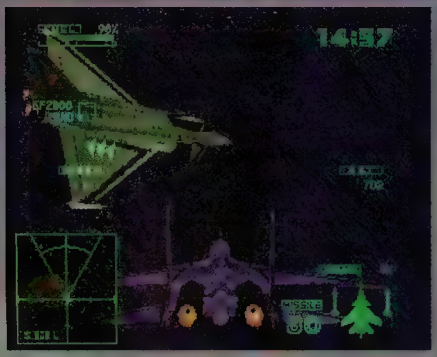


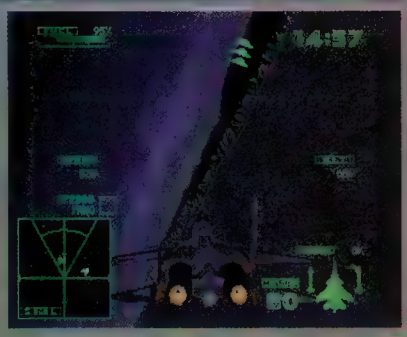
Since you have very little time to fight (at the most about 4 minutes) you need a strong plane; which can knock out little bogey-birdies in the blink of a strained eye. This (again) refers to the Su-35. Although many other planes are just as suitable as the Su-35 depending on what you have to destroy before your tunnel test. If you want to blast the fighters you should choose between the Su-35, YF-23A, and the F-22. If lower altitude targets are what makes your bread tasty then choose between the F/A-18E or the F-117A. Make sure any plane you choose is one that you can pilot perfectly or you'll definitely feel the heat of this geothermal plant.



2 "Edge" gets no rest!

The wingman choice is not too difficult since there aren't as many options as there are for planes to sally off in. You need a person to distract the enemy fighters away and help you remove them as well. The commands that would accomplish these goals are "cover my tail" or " engage enemy aircraft." I recommend "Edge" as the pilot of choice due to her superior airplane selections. The stronger airplane your wingman flies, the better chance he/she has of being an effective helper. As in anything, choose wisely.



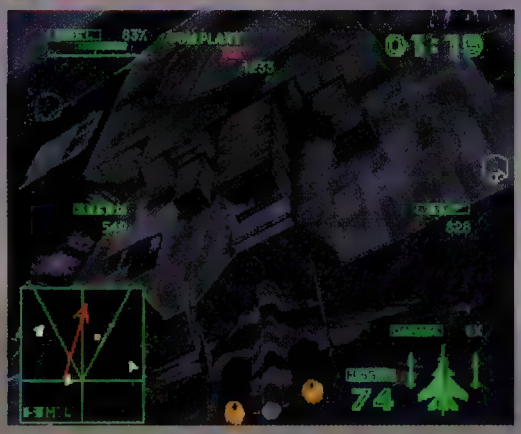


3 It's payday!

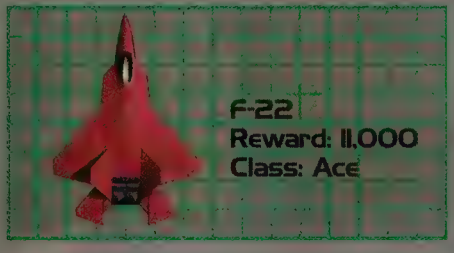
If you're not especially skilled at taking out the bombarding bogeys which seemingly multiply and reincarnate to challenge you each operation, I would recommend going after the markedly less-evasive ground targets. This way you can earn some money before daring the red-hot hallway. You should be able to "missile-tag" every ground unit in this theatre before you absolutely must finish the mission.

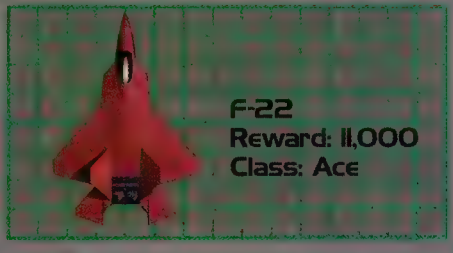
On the other hand, if you're a bit of a "top-gun," then you, with the assistance of your hard-working supporting pilot, should restrict your mercenary activities to the high-altitude adversaries. Roasting metal birds-of-prey is the way to earn a big payday; so if you've got the skills, go and get those kills (figuratively speaking of course).

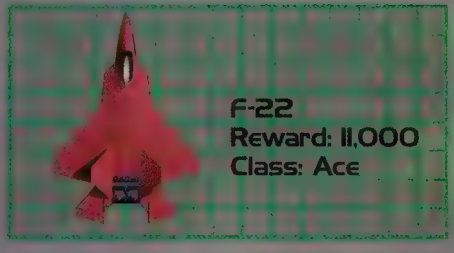
4 Cuttin' it close!

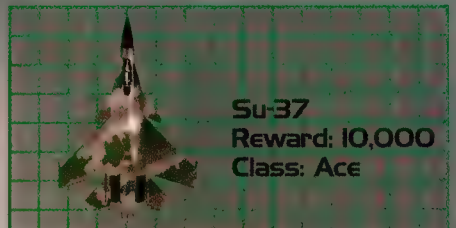


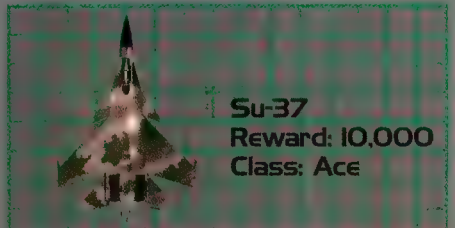
The actual time from when this operation begins and the time of the vent opening is 3 minutes exactly. Then you're allowed another 90 seconds on top of that to get the job done. Depending where you are in the map, it could take around 20 seconds to get lined up for your cave crusade; so once you see the warning notifying you that you're running out of time, you need to start preparing to enter the vent. Make sure to do it right the first time or you may not get another chance; and once near the vent, don't make any sudden movements as the space you're working in is very tight. You must also follow the arrow on your radar so you know where to enter. A nice, level, low-altitude trajectory is the best way, but more insane angles of attack have been known to work (I could tell you stories for days).



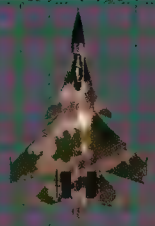








Enemy Aircraft Continued

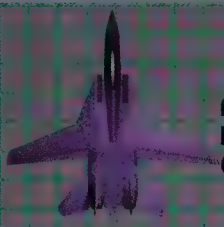


Su-37
Reward: 10,000
Class: Ace

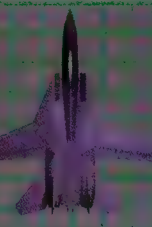
F-15E
Reward: 8,000
Class: Ace

F-15E
Reward: 8,000
Class: Ace

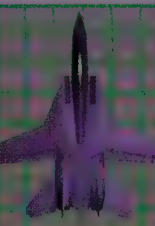
F-15E
Reward: 8,000
Class: Ace



F-14
Reward: 6,000
Class: Ace



F-14
Reward: 6,000
Class: Ace



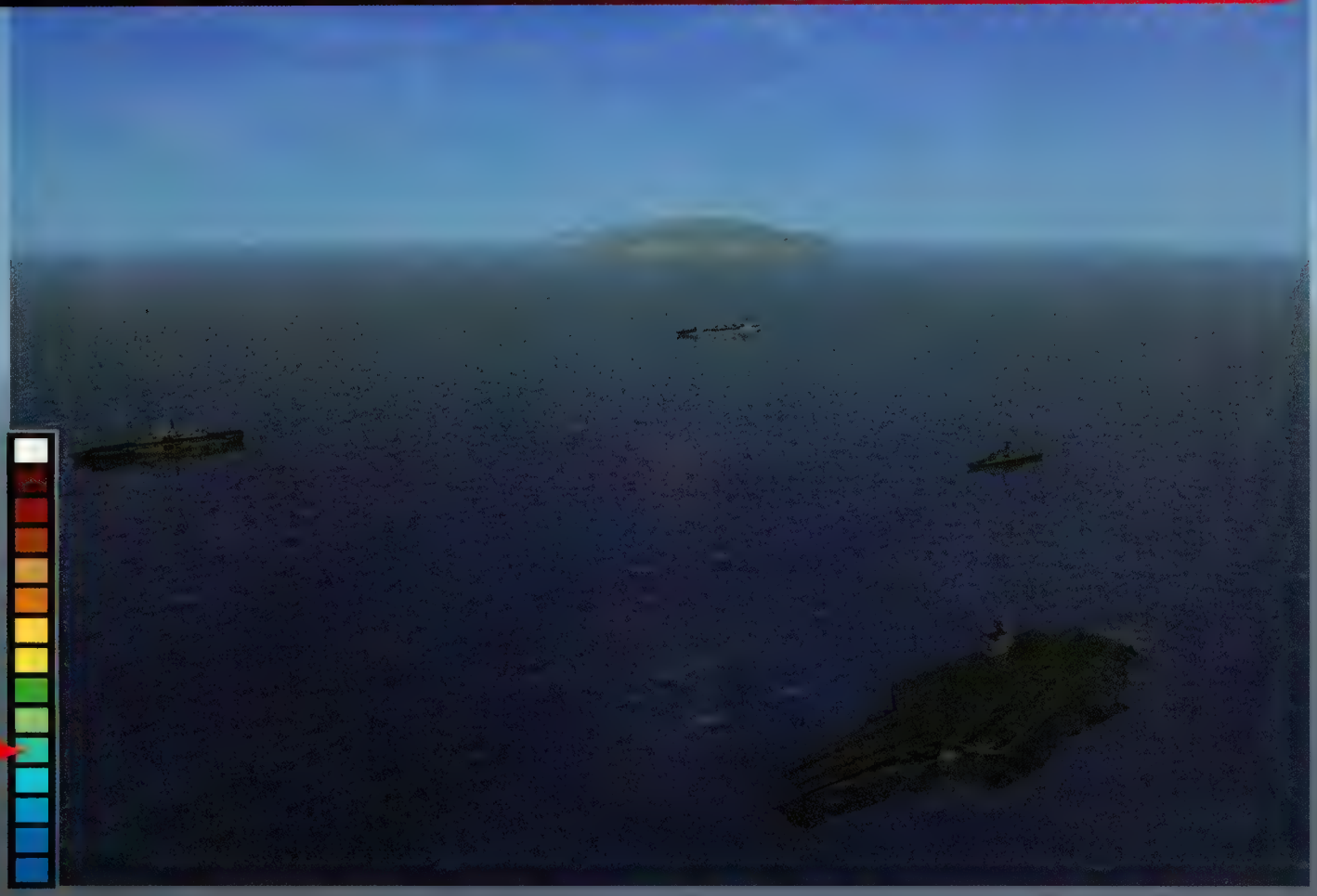
F-14
Reward: 6,000
Class: Ace

Post-Mission Arsenal

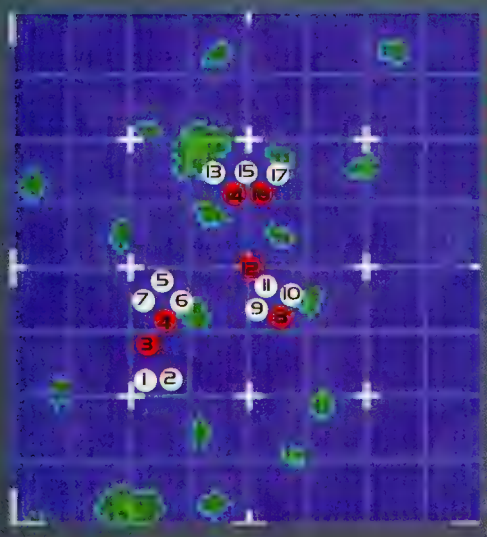
Nope, nada, nil... once again our friends back at home base have decided not to give you a new plane to buy. I think that we should go on strike!

Best Times

Easy	Normal	Hard
3:48:87	3:19:03	3:54:76
Pilot: Sgt. H. Core	Pilot: Reckonizer	Pilot: D. Dub



Attack on the enemy's assembled fleet



Main Targets
3 CARRIER
4 WARSHIP
8 CARRIER
12 WARSHIP
14 WARSHIP
16 CARRIER

Secondary Targets
1 F-14
2 F-14
5 F-14
6 F/A-18E
7 F/A-18E
9 F-14
10 F-14
11 F/A-18E
13 MiG-31
15 MiG-31
17 MiG-31

Attack on the enemy's assembled fleet. Because our carrier mobile fleet succeeded in breaking through the channel safely, our enemy has assembled their sea forces, and appears to have put a stop to our invasion with all their forces. We will not be able to avoid them since they are on our operation route. Get onto this mission immediately, and take them out. Target: The enemy's mobile fleet. We expect a powerful attack from the combined power of the enemy's sea and air forces. Be on your guard!

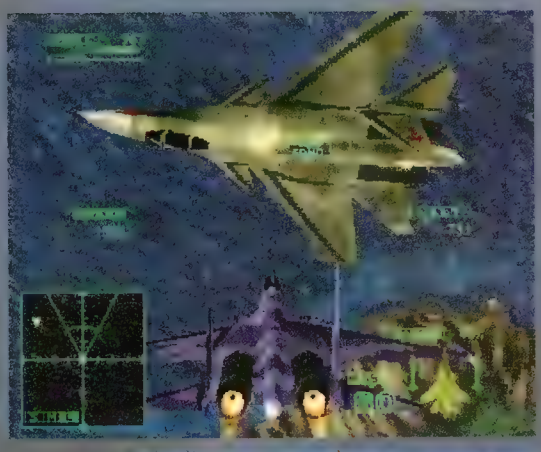
Our adversaries have put a stop to our invasion with a deployment of most of their sea forces into the area of our concentrated movements. This has created a stand-off. You will aid us in the creation of a pleasant resolution to this conflict in our favor. This is an enemy heavy mission, and you'll receive gunfire from all sides, but we have confidence in your performance and history of success. Your all-around abilities will be severely tested even if you decide to hire aerial assistance. Fight hard!

1 Are you up for the challenge?

As is becoming routine, I must again recommend the succulent and sublime Su-35 for this mission. The enemy's airforce is mainly made up of F-14s which are noticeably inferior to the Su-35. Of course, this may spurn a challenge-loving side of yourself, and may cause you to attempt an equal battle with those who would love to see you burning in the sea. That decision, as well as any other one contrary to my recommendation, is in your hands. The YF-23A and F-22 are close in capability to the Su-35 making them satisfactory substitutions for the overused Su-35. It is always important to be able to suppress the rival aerial resistance as quickly as possible. Remember this.

2 Friends forever!

Obviously, in an operation such as this where the theatre is so deep with enemies at different heights, a friend can be of incredible aid in this volatile and hostile environment. For this mission I recommend the sharply attired "Slash" for a pilot pal. His jacket says it all; this man comes to finish the business he starts. He flies a Su-35 when ordered to engage in mechanical combat with the common enemy, and slips his leather jacketed physique into a plush F/A-18E when following the instructions to fire upon the floating fleet of fiends. Staying near your wingman may help you make it out of this mighty mission alive, for those of you who can't fend for yourselves alone.



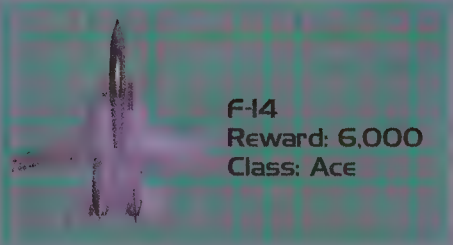
3 Looney loops!

Flying against the planes, now that we're in the last few missions, can be very trying if you don't know a few techniques by now. The first is leading a turning bogey with your plane's tip when you fire a missile. The missiles come from the bottom of your plane's wings so it's best if you have the tip of your plane's nose above your intended target; but against a plane that is turning so fast that you still can't hit him, you need something else. What you do is fly straight for a couple of seconds then turn, lead, shoot. This changes your line so that you're turning on the same path as your victim; which in turn gives you a better shot.

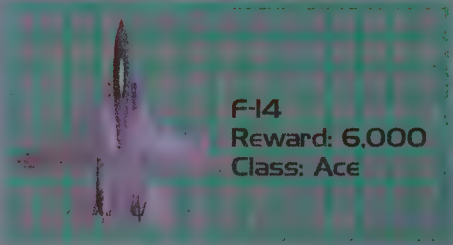
Another useful technique against the looping looniness you'll be victim to during this mission is the quick roundabout. This involves pulling into a loop while having the airbrakes on. As soon as your HUD flips over, let go of the brakes and keep looping. When you are level (although still upside-down) flip over so that you're upright again. This maneuver allows you to change directions about 180 degrees in about four seconds.

4 Flush 'em down the toilet!

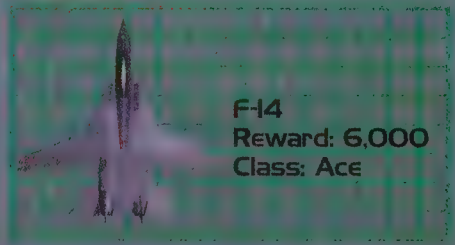
The main targets for this operation are the enemy warships and carrier in the region. These are no different than the weakly-defended ships you slickly sunk in the past. Simply aim for the main section, named either "warship" or "carrier," and give 'em a little taste of what "monday missile madness" is all about. As usual, be sure to clean your backside prior to, or watch your rear while, making an attacking approach on the feisty fleet you've been sent to ruthlessly sink, or you'll be the one taking a dip after a missile smacks you where your eyes can't see. Fly sensibly, and don't be overly fancy. Your developing talent should allow you to be able to terminate this part of the mission with no problemo at all.



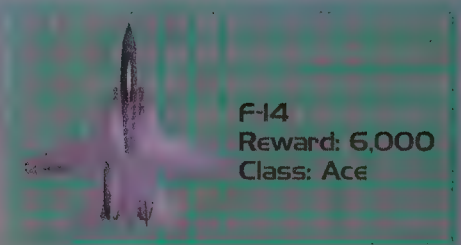
F-14
Reward: 6,000
Class: Ace



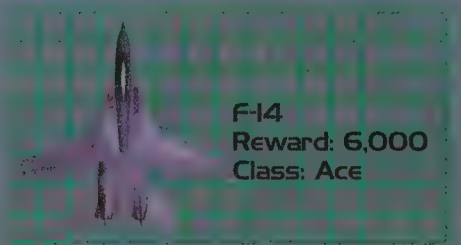
F-14
Reward: 6,000
Class: Ace



F-14
Reward: 6,000
Class: Ace

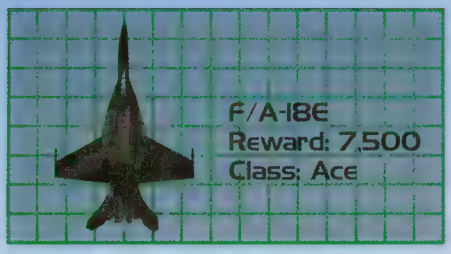


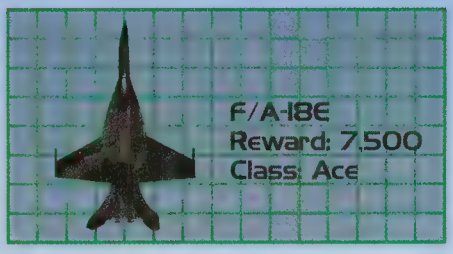
F-14
Reward: 6,000
Class: Ace

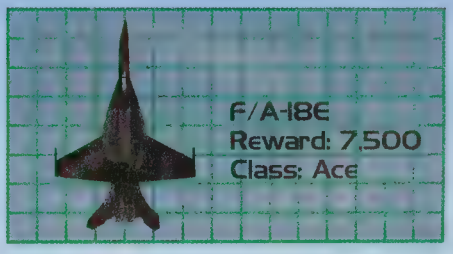


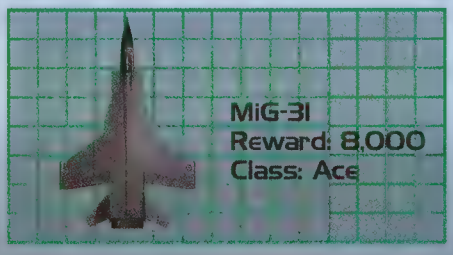
F-14
Reward: 6,000
Class: Ace

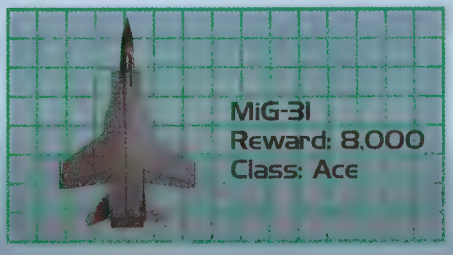
Enemy Aircraft Continued











Post-Mission Arsenal

I'll keep this as short as possible... no plane!

Best Times

Easy	Normal	Hard
4:59:12	5:10:53	5:40:40
Pilot: Hikaru	Pilot: Reckonizer	Pilot: D. Dub

"Our operation will be a failure if we don't recover the plane!"

MISSION CODE:5800835AGRS
Time: 12:47

CAVALRY

Rescue operation of the downed plane

Allies

1 VEHICLE
2 VEHICLE
3 VEHICLE
10 E-767 STAGECOACH

Main Targets

4 MiL-24
5 MiL-24
8 MiL-24
9 MiL-24
11 SU-25
12 SU-25
13 SU-25
14 SU-25
17 MIAI
18 ADATS
19 MIAI
20 ADATS
21 MIAI
22 MIAI

Secondary Targets

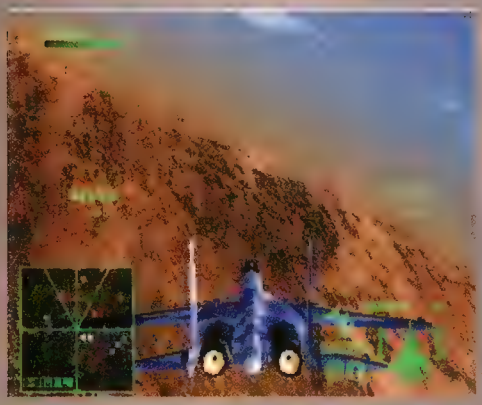
6 MiG-31
7 MiG-31
15 MiG-31
16 MiG-31

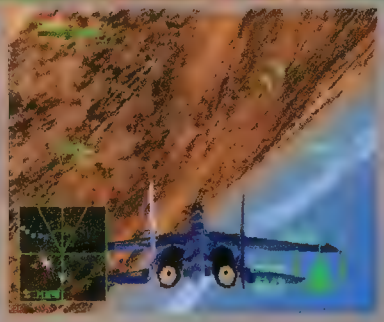
Rescue operation of the downed plane - Emergency! We have just received an urgent request to rescue a reconnaissance plane belonging to our intelligence division, shot down by the enemy while it was on mission. Our recovery unit is already on its way to rescue the crew, but the enemy is also sending a ground unit and an air-fighter unit. They want to retrieve our secret military codes on board the crashed reconnaissance plane. Take off immediately, and be sure to guard our recovery unit as well as attacking the enemy's ground unit. Target: The enemy's air-fighter and ground units. Our operation will fail if our recovery unit is unsuccessful or if the enemy ground unit reaches our reconnaissance plane first. Check out the situation and respond accordingly! Good luck!

Lucky for us you're on-call all the time! A very bad, and potentially horrendous, situation is now in progress. A reconnaissance plane of ours was shot down by the enemy, who we didn't realize were in the area until too late. In response to the excited cry of distress we have sent a rapid recovery force to rescue the fallen unit, but this doesn't appear to be enough against the sizable force we've discovered the enemy has en route. We need a person with your success record and renowned skill to fend off the brutish attackers and thieves that are encroaching intimidatingly upon our injured, helpless bird.

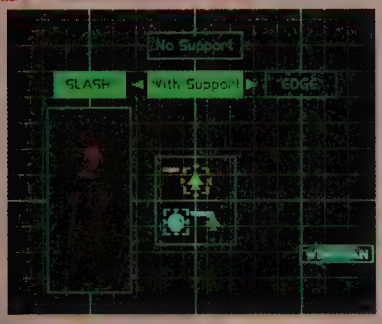
1 A mad race to the plane!

The selection of a suitable plane for this mission is pretty important since you may need to get from one side of the map to the other in a frenetic, mad, stress-inducing dash. Your plane also needs to be strong enough to easily best the would be attackers of our ailing aircraft, and to be a reliable and trustworthy flyer. The planes that most recognizably fit the bill are the F-22, YF-23A, and the Su-35. I personally prefer to pound powerfully upon opposing pilots' pusses with the pristine Su-35 "Plane of perfection!" This is due to its surprisingly high mobility, coupled with overall equal ratings to the F-22 and YF-23A. But, the final choice is entirely yours to make.

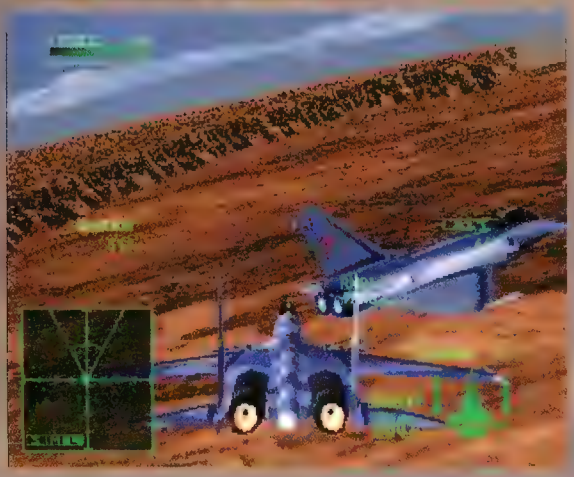




2 Team work!



Unless you are the best thing to hit military airbases since sliced raisin bread, I'd recommend not trying to be a macho moron by attempting to complete this mission on your own. Although it is possible, even on hard, to defeat the converging enemy carnivores while soaring solo, but it's not easy and not really worth it in most cases. If you don't want to go the brave or bull-headed route you need to consider a few things when choosing a satisfactory sortie companion. First off, let us restrict our thinking to "Slash" as the pilot, and three orders as effective possibilities. The first two orders would have him engaging enemy aircraft or protecting your back. Use these commands if you want to have him keep those annoying MiG-31s out of your way while you're working. The last order instructs "Slash" to aid in the destruction of the ground targets who can capture the downed plane and thereby end your mission.

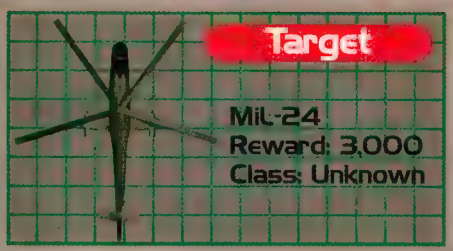


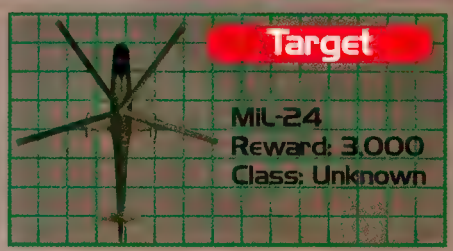
3 Helicoptifragoliciousespialidocious!

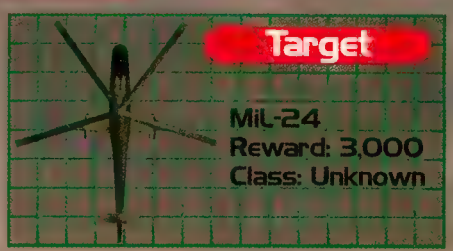
As you begin the operation, you'll be faced with two Su-25s; down these craft quickly. They are horribly nonevasive, and will be easy targets. Next, as you proceed forward, will be a series of MiL-24 helicopters. These helis fly low to the ground so be sure to look down as you come up on their radar signature. One missile is all that's needed to do the job on each helicopter; your only worry is not hitting the ground accidentally. It's important that our units survive so keep circling and attacking until all the copts are scrap. Now head toward the downed plane, and the enemy units heading toward it. Don't go after the MiG-31s unless there are no opposing military vehicles threatening the downed plane, and you still should vary from your chivalrous quest unless you have an easy shot at a MiG-31 (which require 3 missiles to eliminate by the way).

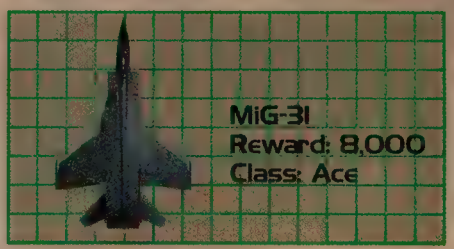
4 Tons and tons of tanks!

Next you will pass up the downed plane, being sure to pass low so the crew knows someone is there to protect them. Your next adversary is a row of thunderous tanks, slowly rumbling toward our prized possession. These tough little beasts can take up to three missiles to destroy (depending on the strength of the aerial weapon you're masterfully piloting); so multiple passes will be necessary, guaranteed. Watch for the attacks made by the enemy tanks, because eventually, enough of those shells will enter your plane's metal belly to send it earthward belching smoke and spitting flames. Artillery indigestion cannot be recovered from! Finally, if you've taken too long to get to the plane or our ground support, a warning will appear on your heads-up-display. Immediately check your long-range radar and respond accordingly. Now go and save the day!



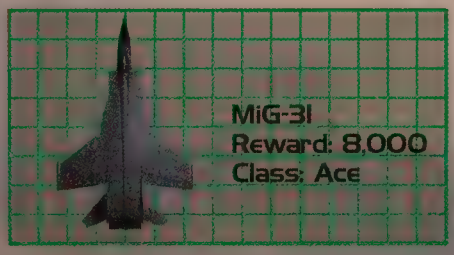




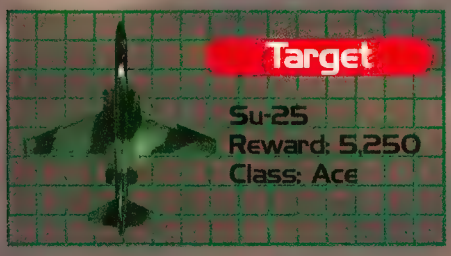


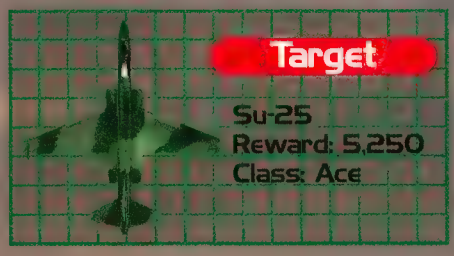
Enemy Aircraft Continued

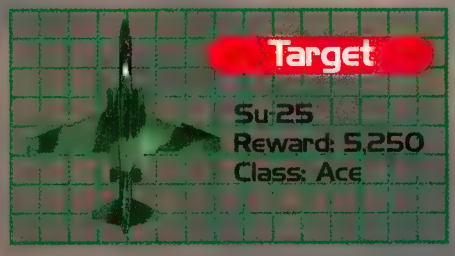
MiG-31
Reward: 8,000
Class: Ace

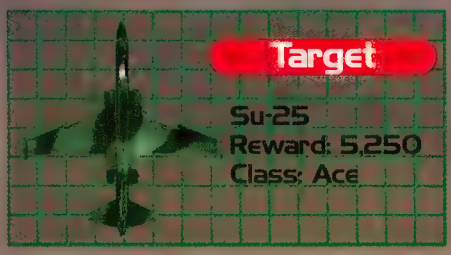

MiG-31
Reward: 8,000
Class: Ace

MiG-31
Reward: 8,000
Class: Ace

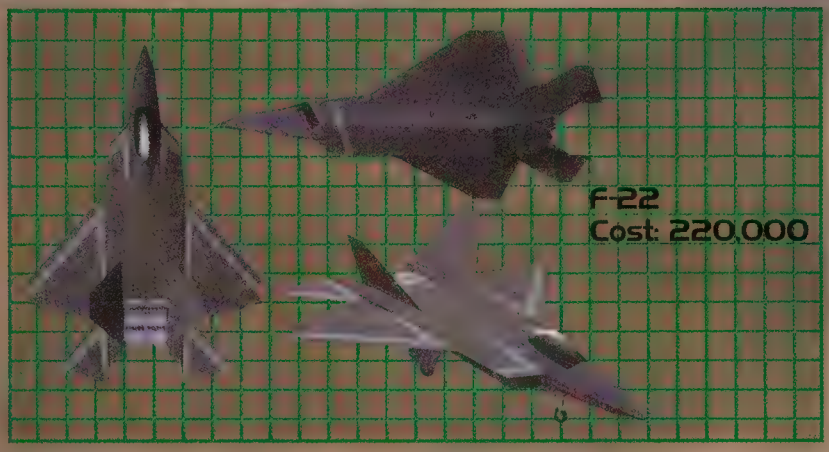

Target
Su-25
Reward: 5,250
Class: Ace


Target
Su-25
Reward: 5,250
Class: Ace


Target
Su-25
Reward: 5,250
Class: Ace


Target
Su-25
Reward: 5,250
Class: Ace

Post-Mission Arsenal


F-22
Cost: 220,000

Best Times

Easy	Normal	Hard
2:18:63	3:40:00	4:08:60
Pilot: Hikaru	Pilot: Sgt. H. Core	Pilot: L.A. Akira

Destroying the coast radar facility

Main Targets

1 RADAR SITE
4 RADAR SITE
5 RADAR SITE
6 RADAR SITE
9 RADAR SITE
10 RADAR SITE
11 RADAR SITE
14 RADAR SITE
19 RADAR SITE
20 RADAR SITE
21 RADAR SITE
22 RADAR SITE

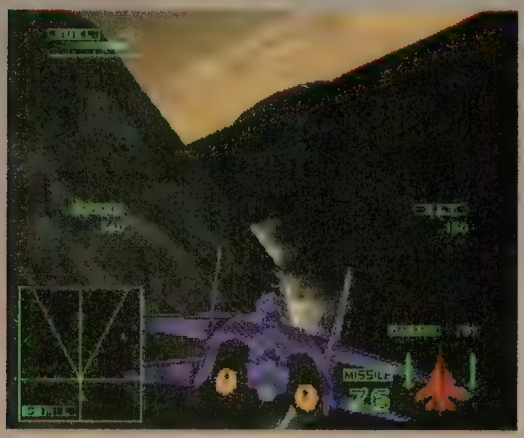
Secondary Targets

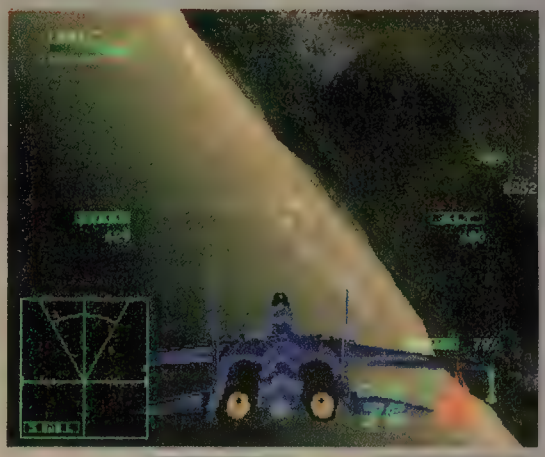
2 F-22
3 F-22
7 F-22
8 F-22
12 F-22
13 F-22
15 F-117A
16 F-117A
17 F-22
18 F-22
23 YF-23A
24 YF-23A

Destroying the coast radar facility - Your last mission in Operation "A"LPHAVILLE is to destroy the enemy's radar facilities installed all over the coastal area. Our missile guidance system will not work because of the complexity of the coastal area. Therefore we will have to resort to using machine guns in order to destroy them. Target: The enemy's coastal radar installation. We expect this to be a fierce battle, but if we can break through their defense, their headquarters will be easily within our reach. Give it your best shot! And, good luck!

I know your mind is still reeling after reading that you have to use your machine guns to blow these targets, but it's not so bad really. Most of the radar sites are out in the open, and easy to get at. The exotic coastal topography will cause you more difficulty; not to mention the problems that actually move and shoot. This operation wraps up the "A"LPHAVILLE set of tactical strikes, but it's important for this mission to succeed, as have the others, in order for the devastation of the two separate operations ("A"LPHAVILLE & "B"ELUSSIMA) to have devastating effect. Be wary of the complex, contorted coastline, it may unexpectedly suck you into one of its green cubbyholes, without even asking for your permission.

1 Dive, baby, dive!



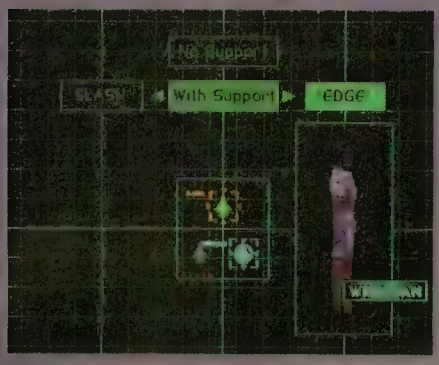


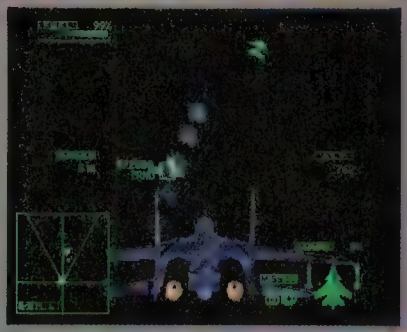
Plane choice for this mission is fairly easy since all you're up against are ground targets and F-22s. The usually recommended Su-35, YF-23A, and F-22 are all viable sources of success in this operation, but most of your better planes (e.g., the F/A-18E, F-117A, etc.) can also survive this strategic battle in one piece.

However, any plane you choose should be one with you and your mind. This means that you have complete control over it, and can execute, say, a nearly straight-down dive at a radar site, pick it off with machine gun fire, then pull up just in time to receive only a mild sandblasting of the bottom of your plane's fuselage. You may have to do this more than once so make sure you can pilot your plane out of such suspenseful situations.

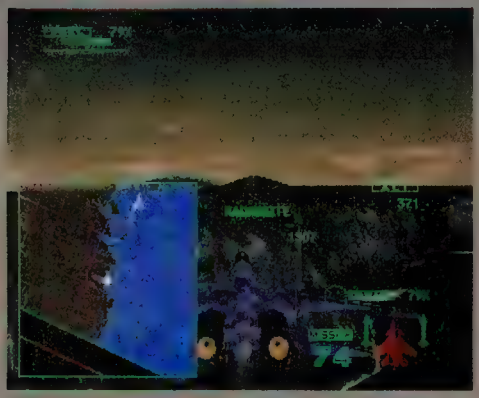
2 Give "Edge" another call!

I think most of you, with the skills you've acquired up till now, can satisfy the goals of this operation without the need for a cooperating plane to back you up. The flimsy F-22s you'll go up against are hardly anything to worry about in my opinion, since they aren't numerous or highly evasive (if you've developed elite dogfighting techniques). If you want one anyway, for whatever reasons, then I recommend purchasing the services of Miss "Edge;" with the instruction to "engage enemy aircraft" or "Attack enemy ground unit." This should give you the help you need in the area where it's needed.





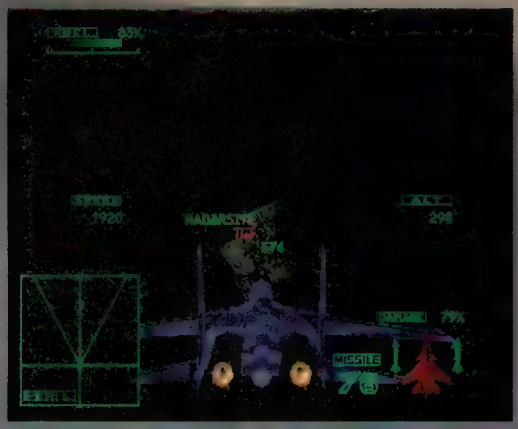
3 Ya' got guts?

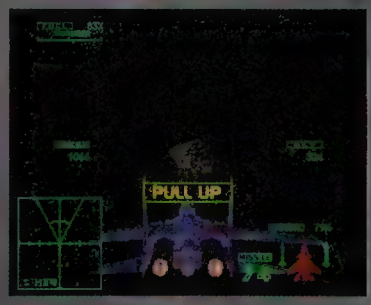


As for fighting the stealth fighters... Do what you've been doing, it has gotten you this far! The pilots of the F-22s are your typical, run-of-the-mill, ace pilots, and bursting their glass bubbles shouldn't be too much of a challenge. Their stealth technology causes them to disappear from your radar when they're not directly in front of your craft, but a good memory can still find the hidden treasure. Use basic following tactics to get a good shot from behind, and you mostly likely will have another notch to carve into your bunker at the base.

It's best to remove all aerial annoyances before you commence to "clean" the curvy coastline. This way your back is safe while you fly sidesaddle through a slice between two towering landmasses, and it's just generally better to do one thing at a time. As for the ground units, the only thing you may not be aware of is that just south and north of the southern-most and northern-most radar sites respectively, are two ground units that you would probably miss normally. Take out these cowards with the rest of them.

4 What a shame!





Attacking the radar sites is a new and trying experience if you're not used to getting VERY close to the ground. You must get within 400 feet of a radar site's bull's-eye-like dish before it will start to feel the pain of the high-powered-artillery that modern military aircraft have stuffed into their forged fuselages. This means that you will be in danger of becoming a campfire for someone, every time you approach a target in this mission.

Be careful (duh), whether you choose to dive in, or fly level n' low, remember not to actually aim at the radar until just before you can hit it. This way you will not get so near to the ground before you can even begin to ventilate that baby. Staying higher is helpful for the radar sites that are in large "tide pools" with only two ways in or out: through the top or through a crack in the surrounding landmasses apparently made by a bloated mouse.

Before I finish, let me leave you with one bit of advice: do not finish the mission with a radar site melting in a coastal tidepool! Your plane will be out of your control after the last target is annihilated (darn computers!), and you will unintelligently fly directly into the sea-facing mass of sand. This will count as a blown plane which you'll be forced to pay for.

Enemy Aircraft

F-22
Reward: 11,000
Class: Ace

F-22
Reward: 11,000
Class: Ace

F-22
Reward: 11,000
Class: Ace

F-22
Reward: 11,000
Class: Ace

F-22
Reward: 11,000
Class: Ace

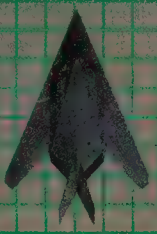
Enemy Aircraft Continued

F-22
Reward: 11,000
Class: Ace

F-22
Reward: 11,000
Class: Ace

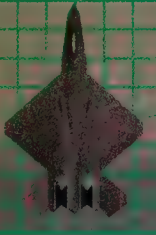
F-22
Reward: 11,000
Class: Ace

F-117A
Reward: 6,500
Class: Ace



F-117A
Reward: 6,500
Class: Ace

YF-23A
Reward: 10,500
Class: Top Gun



YF-23A
Reward: 10,500
Class: Top Gun

Post-Mission Arsenal

Do you see a plane here? No... well then, I guess our friends back at home are just penny-pinchers!

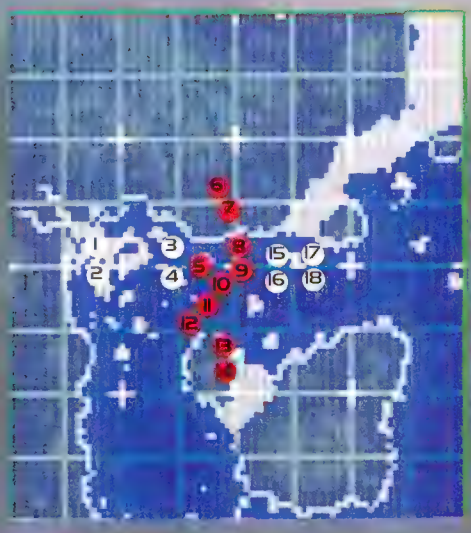
Best Times

Easy	Normal	Hard
4:02:98	4:35:76	3:46:46
Pilot: Blinky	Pilot: Reckonizer	Pilot: Jun

"May day, May day!"
MISSION CODE:204788LUAP
Time: 0722

FINAL COUNTDOWN

Breaking through the enemy's last defense line



Main Targets

5 XB-10	C WARSHIP
6 SU-37	D WARSHIP
7 SU-37	E WARSHIP
8 B-52	F SU-37
9 WARSHIP	G SU-37

Secondary Targets

1 R-MOI
2 R-MOI
3 B-2
4 B-2
15 F-22
16 F-22
17 SU-25
18 SU-25

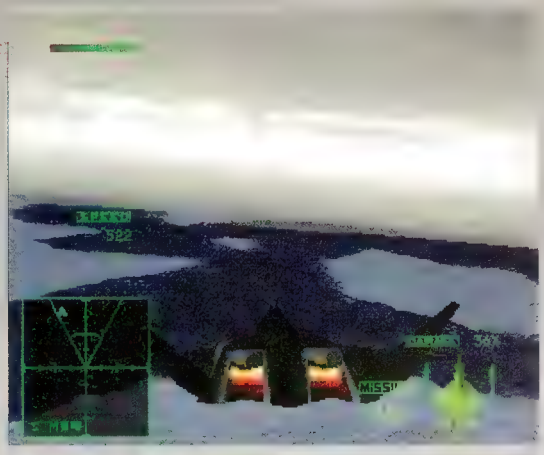
Breaking through the enemy's last defense line - Your last mission of Operation "B"ELLISSIMA is to break through the enemy's fighter unit and their sea force. This is their last line of defense. Our enemy is investing an unprecedented number of units in this operation. Extremely heavy resistance must be expected. It's going to be rough, but we can do it! Target: The enemy's defense unit. A fierce battle is anticipated, but when we manage to break through, their headquarters will be well within our reach. Good luck! We're counting on you to wipe 'em out!

Well you heard the man, get in there and do your dangerous duty. This is the finishing-up phase of the war; our opponents are on the ropes with knees-a-wobblin'. We can't choke now; it's time to knock them out for good! This is an arctic operation which makes the landscape easy to maneuver in, freed from the worries of some unexpected mountain range sneaking up on you during some loony looping technique. The pilots present in this theatre are rated "top-gun," so be sure to psyche yourself up before taxiing out onto the runway; you're in for quite a test. And this frozen wonderland will be your introduction to their bomber the XB-10, which is as unique as it is enormous, affectionately nicknamed the "Big Bad Mama!" Don't let the BBM fly long enough for you to see what unearthly creation this evil monstrosity gives birth to.

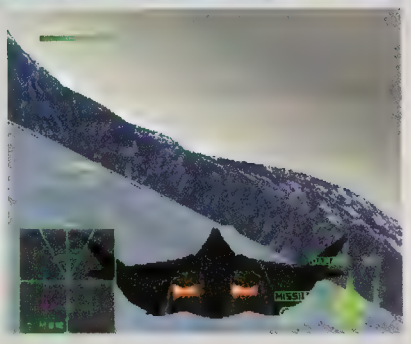
1 Buckle up, it's gonna be a rough ride!

The ferocious birdies of choice for this mission are the Su-35 and the YF-23A. I favor the Su-35 because of its spine-flattening power, flying-fortress-like defense, and fluid mobility.

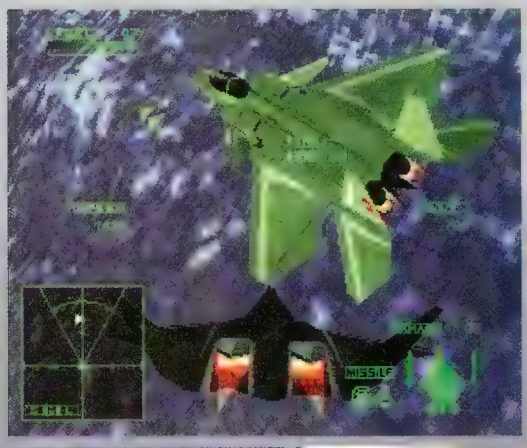
The YF-23A has a few advantages over the much vaunted (mainly by me) Su-35; namely its stability and unrivaled use of stealth technology. In this mission, mobility is very important due to the squirreliness of the enemy maggots trying to gnaw upon your precious craft, and should be a major mental factor when you come to the point where you must select a fighting-jet suitable for glacial survival.



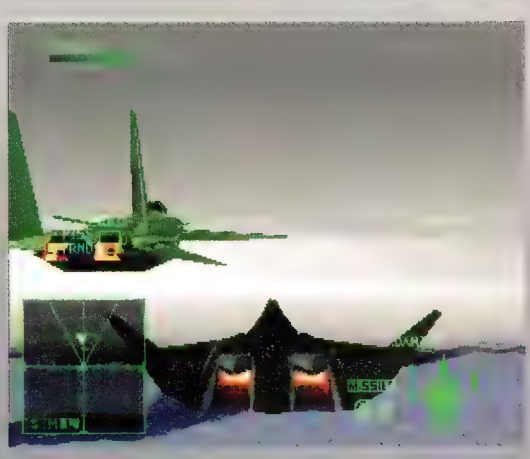
As always, the choice of weapon is up to you. None of your commanders, or even I, can make you choose one plane over the other, so choose what you like, but don't let us down. We're counting on you!



2 Bringing out the big guns!

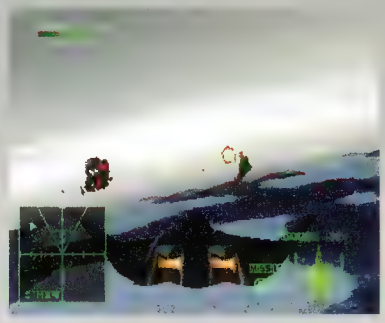


I strongly recommend, actually I implore you, to take on a wingman for this battle against our increasingly desperate and volatile adversaries. This theatre is filled with the best ranking pilots in their rapidly depleting barracks. Of "Top-Gun" skill level, these aces are no jokers, and once they spot a card of another suit they attack until their opponent has folded into a brilliant ball of strawberry light. More will be spoken of this danger later on, but now we must discuss who shall accompany you on this arctic combat cruise vacation. First of all, select elegant "Edge" for the job. Next make a judgement about whether you need help with aircraft engagement or in fleet sinking, and enter in the appropriate orders.



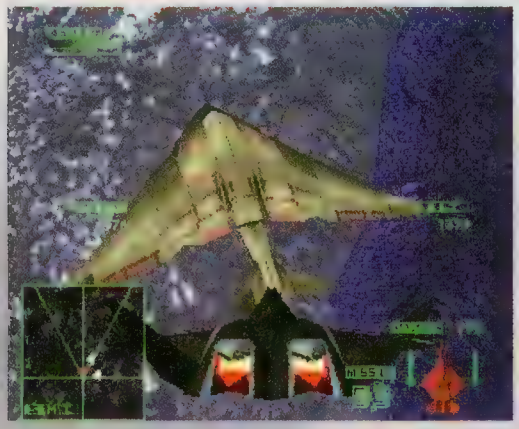
3 Let's get ready to rumble!

You are really in for a knock-down, drag-out fight in the skies above. A flaming, irate behemoth of a battle awaits you and your unknowing wingman. The precision pilots you'll be up against are exceptionally skilled at shaking and baking metallic fleas (such as yourself) off their tails; not to mention that the embarrassment of such a complete mental routing will hit you about the same time as their retaliatory missile does. Be prepared to chase bogeys like a starving wild beast, and have them try to escape better than any nature special you've seen.

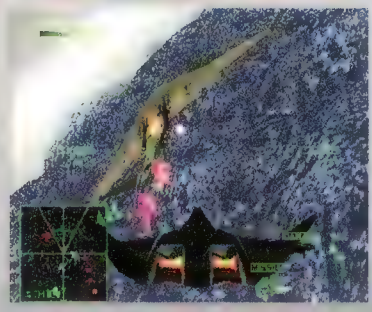


One of the new maneuvers is a stall turn where they angle straight up, and then cut power to all engines. This allows a bogey to turn 180 degrees almost in one spot. This can cause problems, but if you are following a victim as he does this, immediately unload two missiles in his general direction. More often than not he'll be stuck in his aerial ballet fanciness and be unable to evade. Against loops you can either follow (not really all that effective most of the time) or you can just make a tight turn and pounce on him as he comes back down (or up). Finally you'll notice your prey turning extremely fast (i.e., faster than you); all you can do is loop or make the tightest, insanely high g turn that you are able.

4 Now you've got 'em where you want 'em!

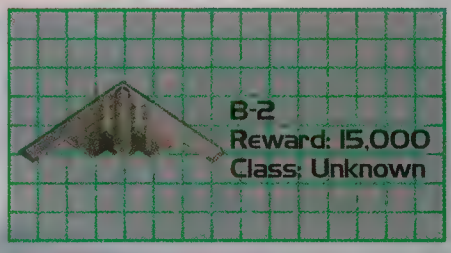


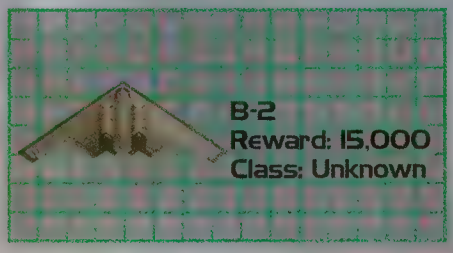
The targets of this laborious learning experience are the row of warships, the four formidable Su-37 fighters, and the XB-10, questionably named the "Big Bad Mama." The flying fisticuff techniques for facing off with the Su-37s was mentioned in the strategy before this one. In order to wade into the waiting warships you need a plan and a death wish.

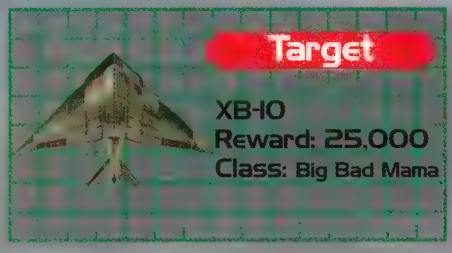


First, do not ignore incoming missile warnings! If you are hit by a missile, regardless of the source, you will probably plummet violently into the sea (or something much harder) below. Second, once the "warship" target on the seacraft is hit, any remaining targets (e.g., the missile launcher or gun) will be destroyed and you'll receive full credit when your pay is tallied up after the mission (if you make it that is). So make a single pass right down the vulnerable row of ships and blow them all with a single precisely placed missile. The XB-10 is no challenge at all; five missiles will rehabilitate this errant mother.

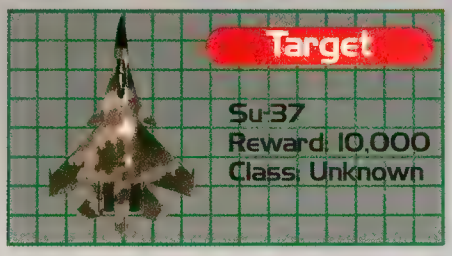
Enemy Aircraft

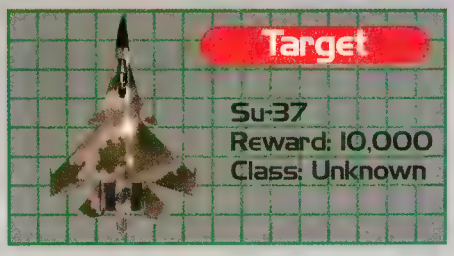


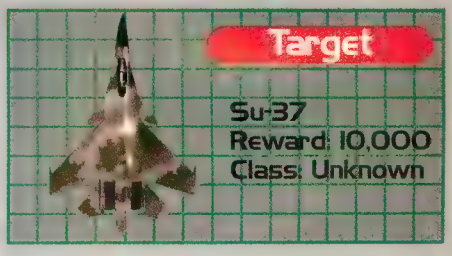


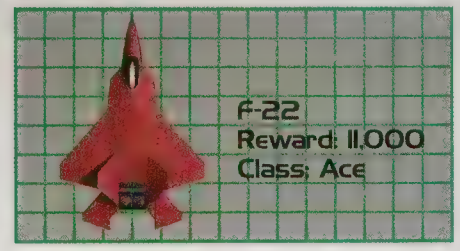


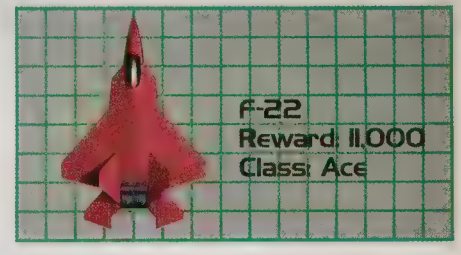
Enemy Aircraft Continued

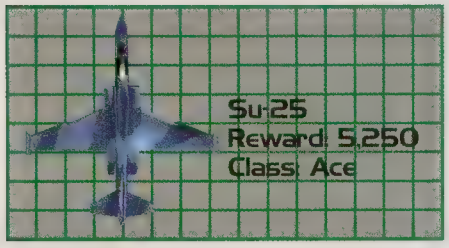


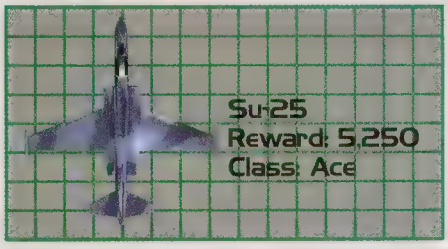












Post-Mission Arsenal

Yep, you guessed it... you don't get a new flying friend after this mission. Jeez, these guys don't appreciate us for our skills.

Best Times

Easy	Normal
3:58:35	5:55:70
Pilot: Blinky	Pilot: Reckonizer

Hard
9:34:16
Pilot: Reckonizer

"The fog is so thick, I can't see a thing!"

MISSION CODE:5778614ISPUD

Time 1:44

JEWEL BOX

Attack on the enemy controlled city

Main Targets

- 6 FREEWAY
- 10 FREEWAY
- 11 FREEWAY
- 14 FREEWAY
- 17 FREEWAY
- 20 FREEWAY

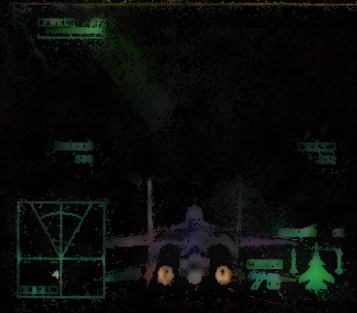
Secondary Targets

1 EF-2000	9 F-15E
2 EF-2000	12 SF-39
3 SU-37	13 SF-39
4 SU-37	15 SF-39
5 SU-37	16 SF-39
7 F-15E	18 SU-37
8 F-15E	19 SU-37

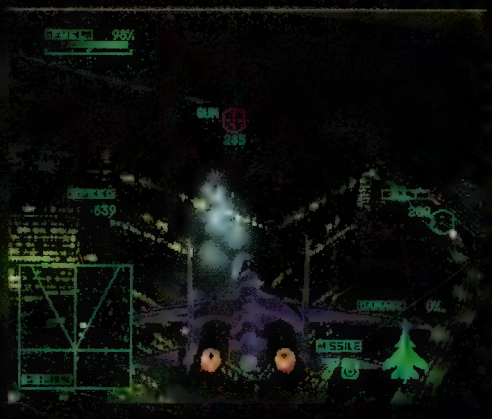
Attack on the enemy controlled city - With your great effort, both operations "A"LPHAVILLE and "B"ELLISSIMA were big successes. Here, we want to assemble all our forces to secure the last invasion route by attacking their garrison in the coastal city of Port Edwards. Our target is the enemy garrison and the central highway network being used as make-shift runways for their fighters. Target: The enemy garrison and central highway network. Let 'em have it!

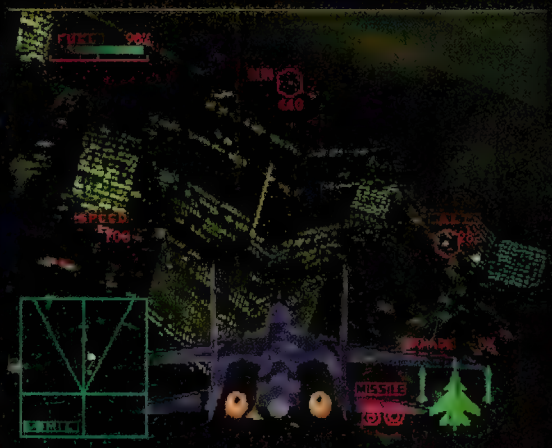
This city is beautiful at night, but the jewels it holds have many sharp edges. This is a HUGE mission with an exceedingly high number of enemy units present. The good news is that, thanks in large part to your efforts, the two strategic series of attacks were confirmed successes. This is great! We have our enemy backed into a dark, pointy-spike-laden corner as of right now. But, like a wild animal forced into a fight for its life, our enemy has gone overboard trying to prevent this city from being rescued. This will be your most challenging mission yet. The dimly lit, towering sky-scrapers will cause you problems as you'll be forced to fly where they want you to. The flak-filled fog will last all night so be prepared for a frenzied, hair-stiffening ride.

1 Slappin' those bogeys!



Please pick a powerful plane for this operation! If you try to brave it in some rinky-dink, winged bucket-of-bolts, hoping to win on incomprehensible skill alone, you will surely fail. This is a difficult mission; especially for those, like yours truly, who like to blast every single enemy lurking or prowling in a theatre of war. You need a powerful plane! One choice bird from the air-superiority gang - made up of the Su-35, YF23A, and F-22 - should have enough unequaled ursine unassailability to spank any flying opposition with a hairy, razor-clawed paw. Your skill at flying must be at its greatest for this mission, but I have the utmost confidence in your daredevil deftness.





2 A splash of "Slash"!

"With a quick splash of some cash, you hire a man named 'Slash.' In a blink of an eye, our enemy begins to weep and cry." "Slash" is the recommended wingman for this mission; although the plane choices for "Edge" are decent. Any command should be fine since his selective buying techniques have blessed him with an exceptional bevy of bogey-battlers. The least constructive order is "Secure the city" in my opinion, but the others should generate some benefits for your cause. If all you care about is smoking those fragrant targets then choose "Cover my tail" as your wingman's goal this night.

3 Droppin' some knowledge!

Every separate town has its own defense force protecting the highway being used as an airstrip. Each is heavily guarded by several ground-based and airborne enemy units; with the unwelcome addition of buildings blocking some targets at certain angles. The air force members sometimes take-off right as you arrive, making them vulnerable appetizers for your ravenous warbird.

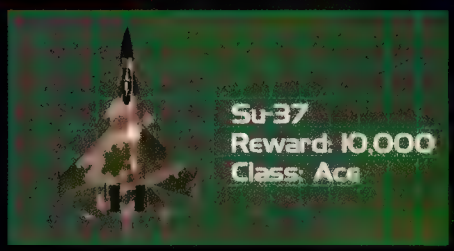
Once in flight you have a few things to consider as you deal your pilot adversaries a busted hand. Numero uno, do not get careless around the buildings; they are higher than you think. A misguided loop or turn can cause a unsuspecting building to get the best of you. Numero dos, set up good shots or you may find yourself without missiles if you're the type that wants to blast and harass everything not on your side of the fence. Last numero, remove the enemies top to bottom. This means bust the planes before the ground units are stains. The planes enjoy ganging up behind you and firing missiles at your bull's-eye; this is very bad during a diving attack at a surface target... Don't allow it!

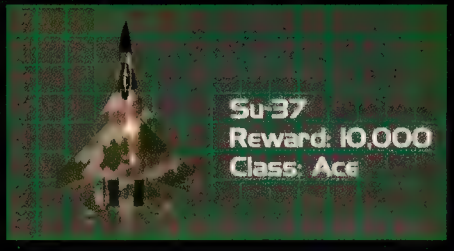
4 Swingin' down military lane!

Since the highways are surrounded by high, and quite impassable, buildings, the enemy has placed its forces extremely close to the concrete structures. This forms a pleasingly straight line for you to follow as you rain combustive destruction upon the helpless enemy units lined up firing-squad style. The units are at varying heights so lots of angle-of-attack and lock-on switching will be going on, but a skillful pilot can clean the streets on his first trip down "Military Lane."

The tanks here are armed with guided missiles and must be dealt with as you would any missile launching ground-based unit. Once you get your shot off, pull up. The main thing to worry about is making sure a skyrising structure isn't blocking your missile's path to its awaiting target. Watch out for visual mistakes and correct the ones you catch.

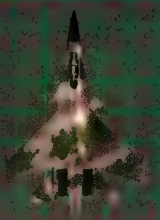
Enemy Aircraft





Enemy Aircraft Continued

Su-37
Reward: 10,000
Class: Ace



Su-37
Reward: 10,000
Class: Ace

F-15E
Reward: 8,000
Class: Top Gun

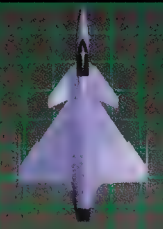
F-15E
Reward: 8,000
Class: Top Gun

F-15E
Reward: 8,000
Class: Top Gun

SF-39
Reward: 7,500
Class: Top Gun

SF-39
Reward: 7,500
Class: Top Gun

SF-39
Reward: 7,500
Class: Top Gun



SF-39
Reward: 7,500
Class: Top Gun

Post-Mission Arsenal

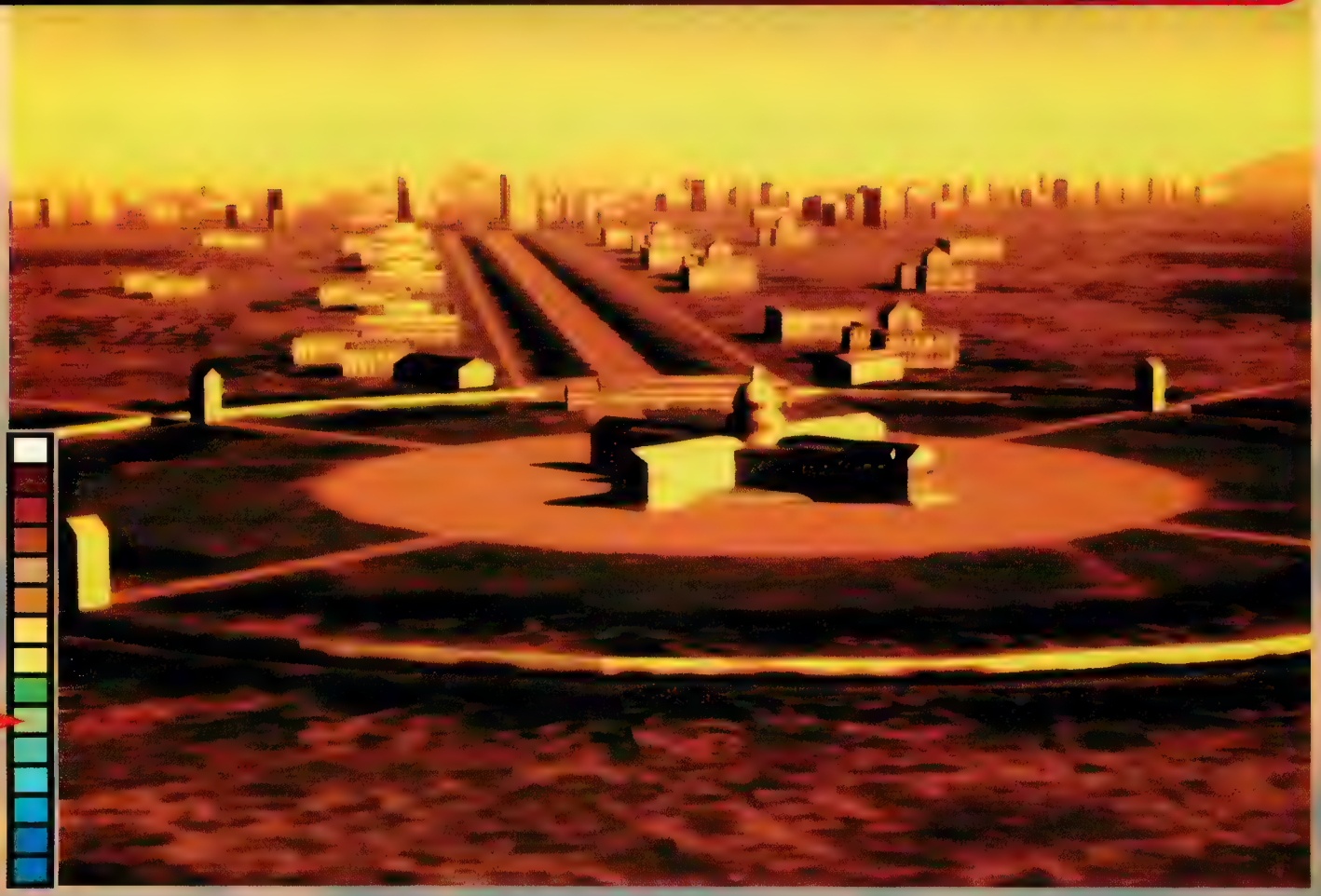
What are we going to do with these people? No new plane here.

Best Times

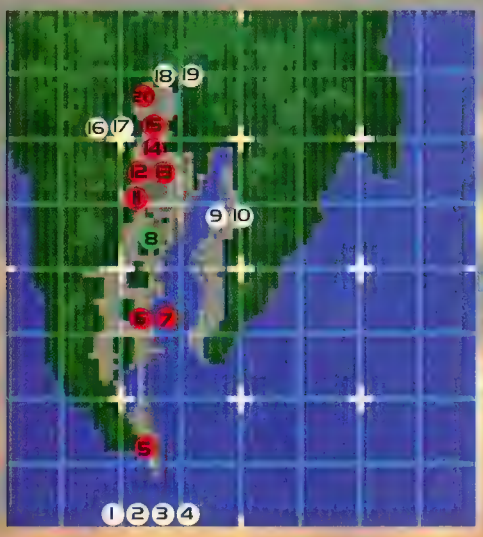
Easy
7:02:48
Pilot: The Spud

Normal
7:28:76
Pilot: Reckonizer

Hard
7:03:06
Pilot: D. Dub



Attack on the enemy's headquarters



Main Targets

- S AIR PORT
- 6 F/A-18E
- 7 F/A-18E
- 8 ADATS
- 12 F/A-18E
- 13 F/A-18E
- 14 ADATS
- 15 ADATS
- 11 HQ

Secondary Targets

1 SU-37	10 F/A-18E
2 SU-37	16 YF-23A
3 SU-37	17 YF-23A
4 SU-37	18 YF-23A
9 F/A-18E	19 YF-23A

Skilled Targets

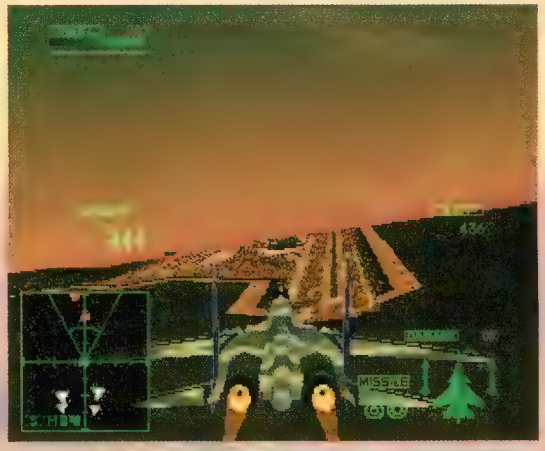
- 5 F-15S Z.O.E.

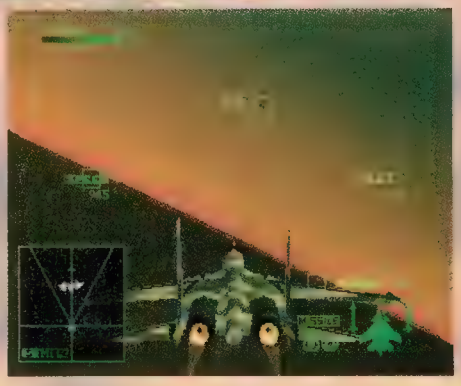
"Attack on the enemy's headquarters - My fellow pilots, we appreciate your excellent efforts to fight this battle through. With this operation, we will invade the bay city of St. Ark and will make a total attack on the enemy's headquarters there. Our last target is their central headquarters located deep within the city. Target: The air facilities, the port facilities and their headquarters. There is no question that the enemy will use all his forces to defend this city. We expect your best effort in this operation!"

We have finally managed to blast and fry all our enemy's defenses to the wayside, leaving only the headquarters standing ominously in our way to victory and celebration! This, the units congregating around the main headquarters, is the last line of defense the enemy is left with. You are one of the main weapons we've used against them, so watch for pilots looking to take you out personally. After our great victory today, we will only be left with the task of picking up the smoldering pieces, and making sure that any other evil minds are learned about what will happen to them if they follow their demented dreams. Don't be scared now. It's our time to shine through the darkness our common adversaries have oozed upon this pure, pristine landscape.

1 Show us what you've got!

The enemy composition is made up of the fiercest, most persistent, and tremendously talented individuals they've lured to their side during the reign of terror they've created. In order to battle against these wild beasts, you need a powerful plane, and a healthy heart. The Su-35 is my recommended plane (again) for this mission. Even though the major targets are all ground based, it's still the best machine for the job. Of course you can try to pass this challenge in other planes, but the worse the plane, the better the pilot needs to be. If you're good, and can beat this mission with another plane, then go for it, but don't let us down... Mr. Hotshot.

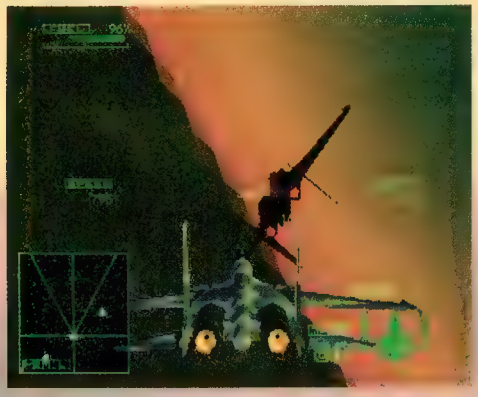




2 Be all that you can be!

As for the wingman, the choice of pilots is mixed depending on which order you plan to give out. If you want someone to swat the buzzing bogeys from your behind then hire the bug-stopper "Edge." If you want someone to get engaged to a few of the single enemy fighters, followed by a flaming falling-out, give your man "Slash" a buzz. Someone may be needed to provide security for the city; if so, then "Slash" has got the right stuff. But, you may really need someone to give the enemy ground units a strict, subsonic spanking. This need cries out for the motherly qualities in Miss "Edge."

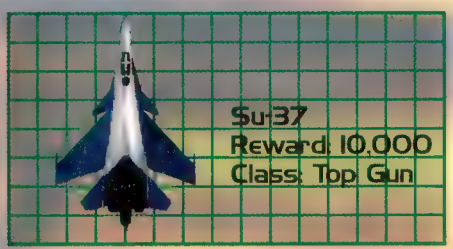
3 The nasty little Su-37s!

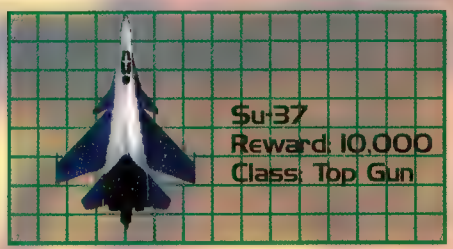


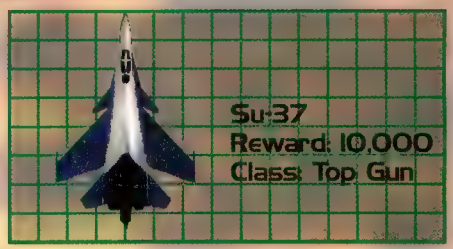
The ornery aerial opposition in this theatre is very tough; even the best pilots will be hard-pressed to down all the enemy planes resisting our attack. The enemy's Su-37s are ESPECIALLY tough opponents. Even if you have a plane with extremely high mobility, these condor-looking fighters will out-turn you easily; thus making a dogfight with them a test in frustration, as well as aerial survival. You must master tight loops and other advanced dog-fighting craftiness or you'll have to ignore the Su-37s, since attacking them without such aerial agility is an exercise in futility. The command plane is much easier than the Su-37s in my knowledgeable opinion, so make sure to send him on a smoky sea cruise. Watch your fuel also. If you play aerial gladiator too long you will definitely run out of plane food. There are many targets, so try your best to make every missile count!

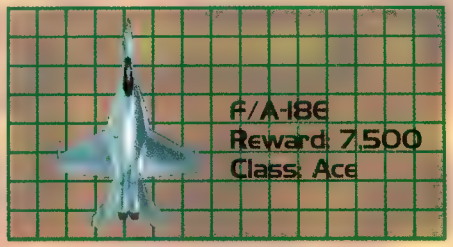
4 No turning back now!

Low-altitude targets are amazingly abundant nowadays. In the mission before, the ground targets were too numerous to name, and now, in this theatre, we have an eerie repeat line-up of missile launchers, tanks, and machine guns. And, as the operation before, the surface scum are grouped together into a cesspool of war-ready armaments. This causes target location to be more difficult, and staying untouched nigh on impossible. The best you can do is remove the guns, and dodge the missiles from the tanks (until you can get a good shot at these also). The actual headquarters are formed inside a perfectly symmetrical ridge lined with towers (which are also targets for your mighty missiles) and tree-level terrorists in the form of stationary artillery. In a few passes, assuming that the fighters have been buried or at least held at bay, the headquarters will be in rubble and the enemy will be ours at last!

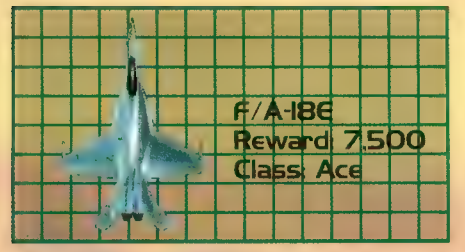


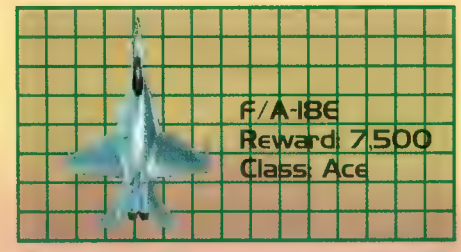


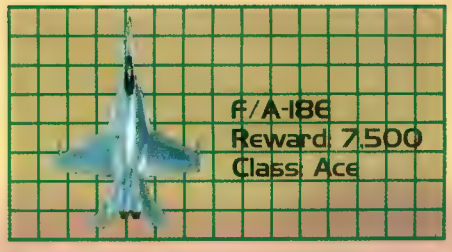


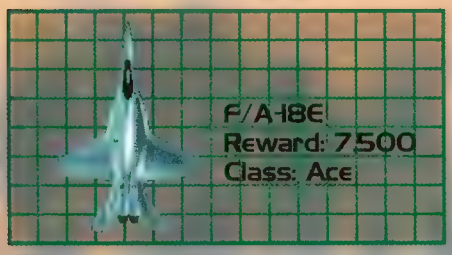


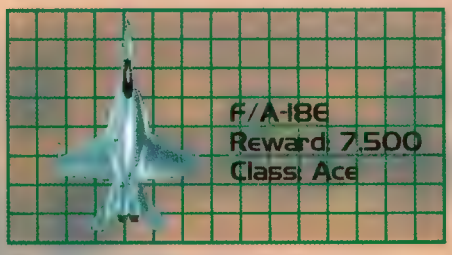
Enemy Aircraft Continued

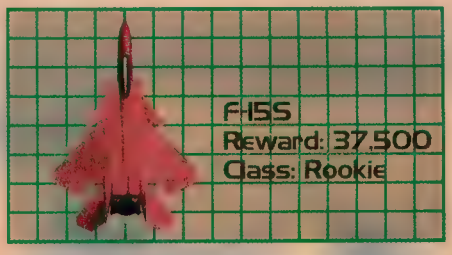


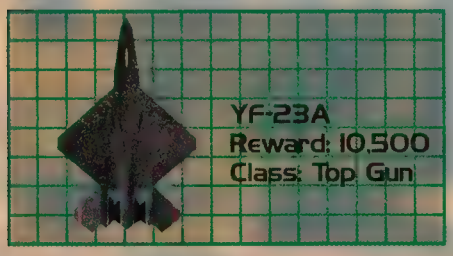


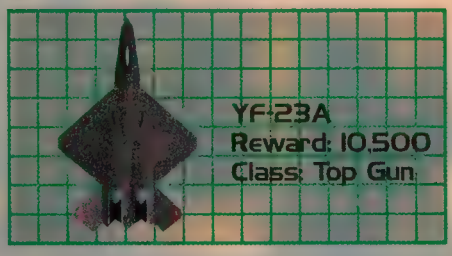


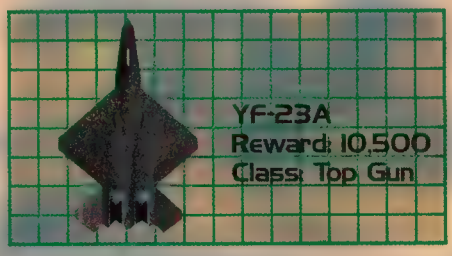


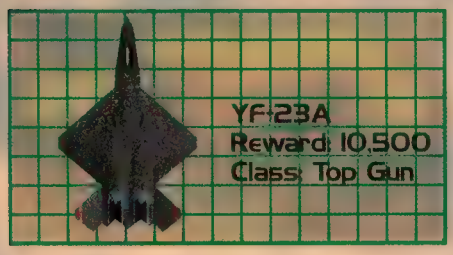












Post-Mission Arsenal

Wipe that frown off your face and accept it. Make do with what you got!

Best Times

Easy	Normal
6:12:45	5:24:36
Pilot: L.A. Akira	Pilot: Sergeant H. Core

Hard
10:12:60
Pilot: P. Ratt

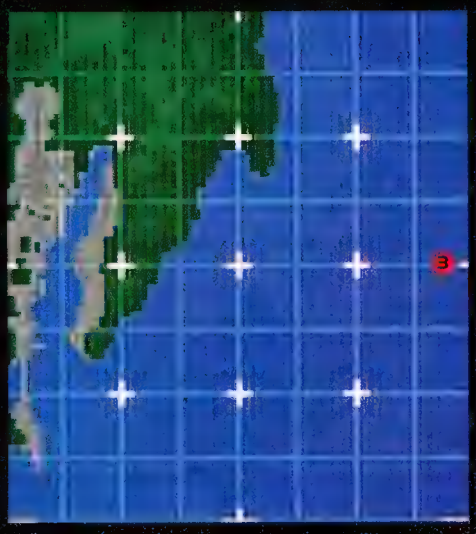
"The 'SLBM' is loose!"

MISSION CODE:6648726545UP

Time 02:45

LAST RESORT

Pursuit of the giant submarine



Main Targets

3 SUBMARINE DRAGONET2

"Pursuit of the giant submarine - Emergency! We have received information that the enemy's giant submarine managed to escape just before our attack on their headquarters. Take off immediately, and track down this submarine. Target: The enemy's giant submarine. Good luck, and blow this sucker out of the water!"

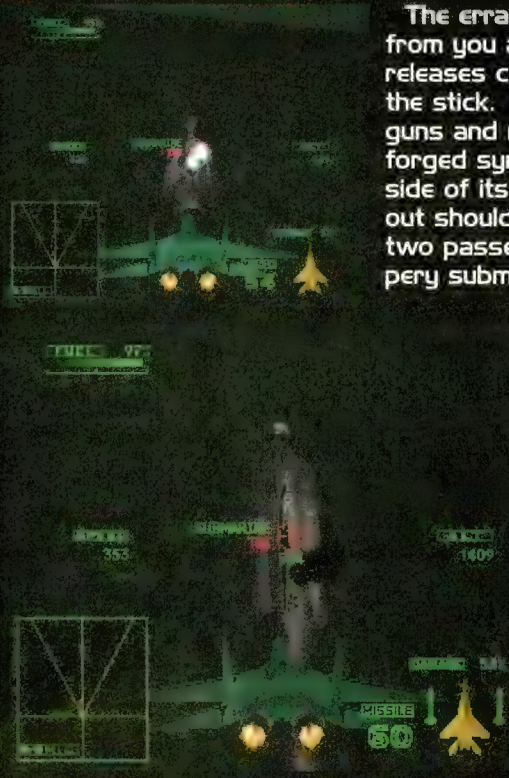
Well the war isn't over just yet! The enemy's jumbo submarine luckily escaped our ravaging destruction of their headquarters, and all that surrounds it. But this little doggie doesn't have stealth capability and was easily noticed by our look-out team. It's time for you to squash our enemy into the murky undergrowth for eternity. Unfortunately, this sneaky sub holds a very big surprise that goes by the name of "SLBM." Although you may not know what the initials stand for, I think from me telling you that the last two stand for "Ballistic Missile" you can grasp that the nearby city will cease to exist as we know it if this primed package arrives...

1 The magical MiG-29!

Plane selection is **EXTREMELY** important for this sortie in this pilot's personal opinion! If the mission was only destroying the weakly defended submarine then I would be able to recommend the F-4, or even the A-4. But, there is a huge hairy surprise that awaits you once the sub is sunk; so judicious craft choosing is an important action to undertake.

Your speed is important since the missile flies fast, but you can still overtake it with the fastest planes. The problem with the fastest planes is that it becomes all too easy to pass the missile up rather than getting any hits, or it can be too difficult to maintain a speed close to the missile's. For this mission, slow (while still fast enough to catch and pinpoint the missile) is the way to go. In order to fulfill these requirements I think you should use the MiG-29. This is the plane I use and have suppressed the missile threat in less than two and a half minutes (from the beginning of the mission) on repeated occasions, but any of the faster planes can be used if the MiG isn't to your liking. The reasoning for my choice is the speed and mobility of the MIG-29, allowing me to make delicate adjustments in aim and speed.

2 Sink that sub!



The errant sub is running away from you as the automatic pilot releases control, and you take the stick. It has twin machine guns and missile launchers forged symmetrically on the outside of its dull hull. Taking these out should require no more than two passes. Next is the slippery submarine itself. This target takes four missiles to destroy, but it is important to be heading toward the submarine's wide back-end when the fourth fireburst hits its mark. This is so that your heading will be the same as the missile's when it launches; which will start you off on the right path. Once the missile launches, it corrects its course and speeds off; stay close by, and get ready for a true test of your abilities.

3 The mischievous missile!

Tackling this twisting terror requires tremendous talent and touch! The SLBM will turn, drop, rise, and generally be difficult on its way toward St. Ark, and all you can do is follow at a safe height, curse the fact that you can't lock-on to it, and wish for a miracle. There are two ways to stop the marauding missile. One involves tapping the acceleration button so that your speed matches the missile's, and then blasting away until it's scrap. I don't recommend this.

The other involves charging the missile at a speed greater than its own, and shooting as you pass it. Try this, it works. You want to keep the missile in the very center of your lock-on circle as you come up to it. Don't worry about running into it because you can't; instead, head toward it on a collision course, firing madly the entire way. If you can keep lined up (a helpful hint is to head a little to the left of the missile as it usually passes by on that side) with the fugitive ballistic, you can expect to land a few hits as it passes; delicate movements, quick reactions, and good judgement are the keys. You can let off the accelerator as you get close, or slam the brakes after it passes, then try to get a few shots as it begins to speed away again. When you hit it about six to eight times it will explode into a million shimmering points-of-light, and almost all will be saved.

4 If at first you don't succeed, try, try again!

The main thing is not to give up. You may be able to stop the missile's wild ride just before it performs the final procedures required to make create megatons of radioactive and explosive power. If you fail, you are treated to a modern spectacular in engineering achievement first-hand... This is not a good thing. In all the full motion, myriad-of-color splendor your battle weary, half melted console can produce, you are treated to a cinematic conclusion to this city's torturous last few days. The Bay of St. Ark is in for a ballistic, while extremely well rendered, finale to this flying, fighting, frustrating odyssey. Well, at least for the minute it takes to get back in on the firing line and make another go at it.

Don't be worried about having to make many attempts at beating this mission before you actually do succeed. After you beat it once, it will become easy, and later on you'll be able to show off the missile bustin' deftness that you've earned through hours of practice (don't tell them this part [wink, wink]). The amount of pride and achievement that comes from passing this challenge defeats the best efforts of this writer to describe. You now know that whatever challenge is left over for the final operation will be trounced upon by your mighty sweat-drenched feet. Enjoy the incredible world of elation you have fought your way into. You are a champion... I'm very proud of you.

Enemy Aircraft

Believe it or not, there are no aircraft on this level besides the missile heading for the city!

Post-Mission Arsenal

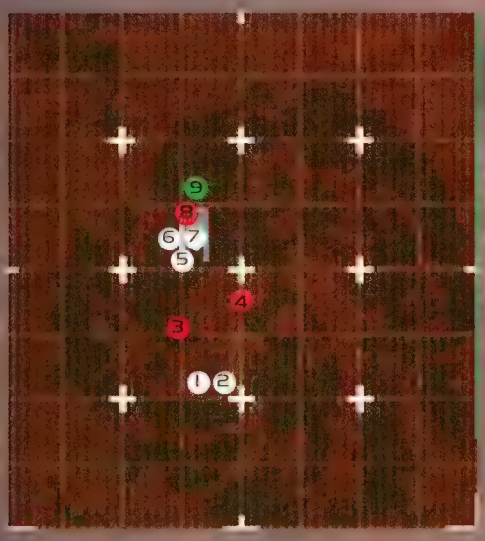
Santa didn't come down the chimney and drop off a new plane. Sorry, maybe next year.

Best Times

Easy	Normal
1:50:50	2:41:53
Pilot: Avenging Disco Godfather	Pilot: A.C. Styles

Hard
3:33:80
Pilot: Hardcore Midget

Attack on the enemy's headquarters fortress



Main Targets
3 POWER PLANT
4 POWER PLANT
8 FORTRESS INTOLERANCE

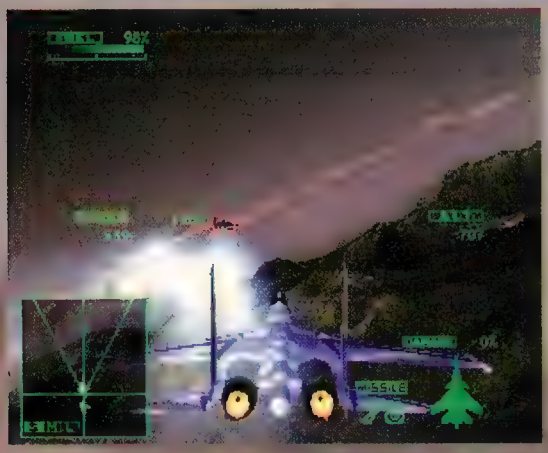
Secondary Targets
1 F-15S
2 F-15S
5 F-15S
6 F-15S
7 F-15S

Skilled Targets
9 ADF-01 Z.O.E.

"Attack on the enemy's headquarters fortress - This is an unexpected matter. As soon as we had confirmed the destruction of the enemy's headquarters, we identified the existence of a secondary headquarters fortress. This fortress seems to be the enemy's last defense. Attack the enemy's headquarters, and wipe out the *coup d'etat*! Target: The enemy's headquarters fortress. This is the chance we've been waiting for. Go out there and give 'em hell! We're all praying for your safe return!"

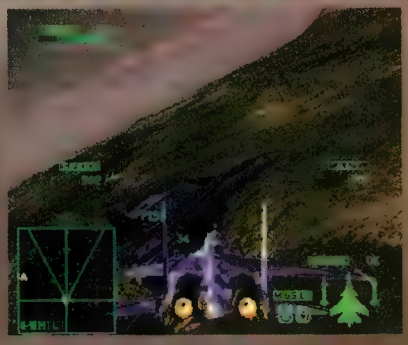
Ok, this is REALLY it! The last mission has finally come out of hiding and reared its ugly wart-infested head in your general direction. This operation has a little bit of the missions that required toasting well defended towers, nicely avoiding "non-target" structures, and hotly flying through a large hallway made to only allow the passage of much smaller, slower, and sympathetic vehicles than your flamboyant fighter. The fighters lined up to buy a charred chunk of your yankee behind, as is to be expected, are the most wily you've seen yet; you will have quite a time getting a good shot until you get used to their unique shakes. This is what you've been waiting for (or dreading, if you want the game to keep going). Go give 'em a first class trip to a hot place where many pointy-fork-carrying red-skinned people with horned scalps reside... Until the next book, this is P. Ratt signing out... Roger that.

1 The last and most important decision!



Since the current operation isn't half as eccentric - although it may be twice as eclectic - a standard plane selection can be used. This sortie involves attacking surface-based antagonists and sky-faring antagonizers.

The tanks are nothing to get in a huff about, so I don't recommend selecting a good ground attacker, like the F/A-18E, just to handle this threat. Much more serious is the danger from the blue skies above. A strong air-to-air warbird-of-prey is needed to mix it up with the enemy's last line of aerial defenses, and along these lines I recommend selecting the well-experienced (by now) Su-35. I've harped upon its greatness time and time again... so I won't this time. Other than this juicy jet, the F-22 and YF-23A are good, hearty planes with much to offer the bogeys present in this theatre.



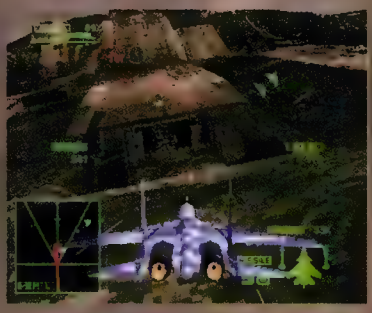
2 I call this meeting to order!

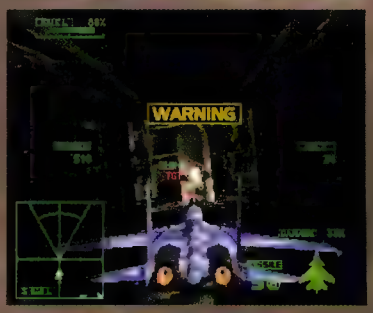
Wingman choice is back in season! After a short hiatus, right when you really needed them, your favorite nicknamed nasties have returned to fight by what's left of your plane's scar-splattered side. Since you have as many possible orders as you have wingmen to choose from, the choice of partner will be a fairly easy one to make. There really isn't a wrong choice on this mission, but I've still come up with a couple of recommendations. If you want someone to watch your back, then I recommend the Su-35 flying "Slash" as the one who receives your hard-earned cash. But, if what you really want is to have a partner that fights against the enemy in an equal role, I recommend the immaculately-attired "Edge" as your flying mate.

3 Fight to the finish!

The F-15S will become a dreaded group of sounds after this mission, I promise you. Every enemy pilot in this theatre (except for the super secret Z.O.E ADF-01) is flying around in a state-of-the-art fighting machine; the F-15S. This includes the tough evading-command Z.O.E. fighter that's overseeing this protection operation. Unless your dogfighting techniques are absolutely perfect, you will know frustration on a personal basis after this sortie. You will have to follow, maneuver, and wait while you stay on the back of these looping lunatics. You must continue to try to get right behind your targets, and avoid the trap of turning at the same rate as the enemy while on a different flight path; your missile will always whiff in this situation. Change your flight path by straightening out for a few seconds and then turning toward your target again. This sometimes puts you on the same flight path and encourages the bogey to change his trajectory; which is exactly when you should fire large amounts of your arsenal at your trapped prey. The Z.O.E F-15S can be expected to fly even better than the normal F-15Ss and it does. Loops, low altitude rushes, and sudden stall turns are the least you can expect, but perseverance will win the day. This is even more true due to the fact that four normal F-15s will be always be in the area; since once you down one, another launches from the fortress (setting up an easy score). If you're truly destined to become a pilot of legend, you'll be challenged by the enemy's best - "wind warrior" - piloting an ultra futuristic ADF-01. Concentrate on using what you've learned, and victory (along with all its wonderful spoils) will be yours!

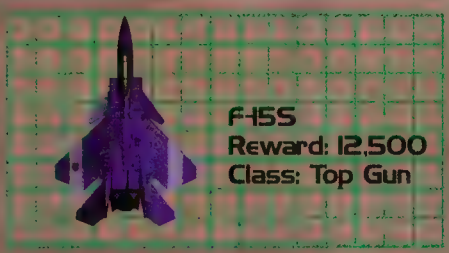
4 This is the end my friend!

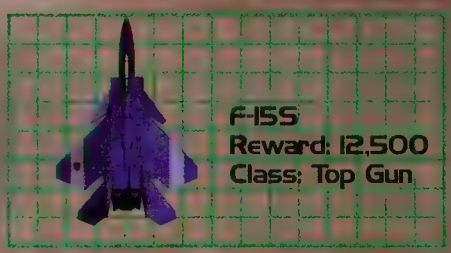


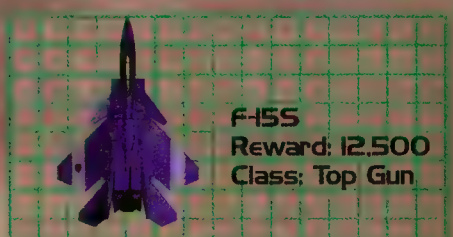


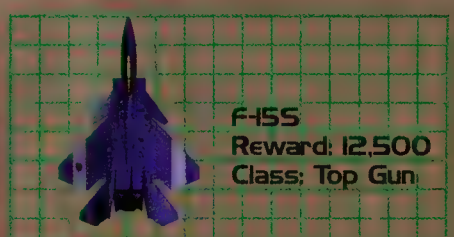
The targets outside the fortress "Intolerance" must be taken out before you take trip down the hallway of destiny. Around the power plants (which are not to be damaged by the way) are three tanks which must be punished with missile power. They are only armed with artillery so you can only expect machine gun fire from them. These are easy kills as long as you can make out whether you have a target or non-target in your piercing sights. The actual fortress targets do not fire, but don't feel relieved just yet. The fortress has indestructible machine guns and missile launchers constructed upon its brown-gray metal walls. Keep moving and carefully missile-mangle the four protruding targets upon "Intolerance." After this has been done, and if the tanks have all been made into unattractive campfires, you will get a directional arrow telling you where you (not your wingman, unfortunately) must go next. Get a good running start (and shake off any F-15 "Strike Eagles" that are looking for a slow-flying sitting duck to bring home to their nest), fly low and steady, then head into the fortress. Blast the super-sized ballistic with a missile or some machine gun fire (if you used all your missile on the eternally present F-15Ss). This is the end. The enemy is completely suppressed. You will forever be our hero, and we are forever grateful for your elitely performed efforts... Thank you and goodbye.

Enemy Aircraft

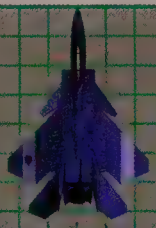




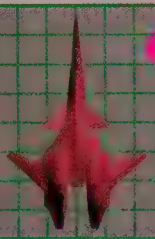




Enemy Aircraft Continued

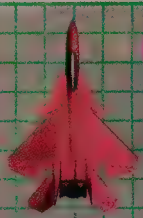


F-15S
Reward: 12,500
Class: Top Gun



Danger

ADF-01
Reward: 45,000
Class: Z.O.E.



Danger

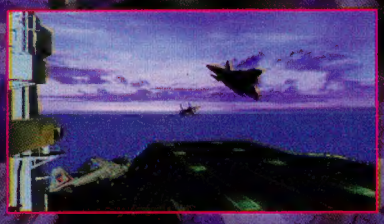
F-15S
Reward: 45,000
Class: Z.O.E.

Post-Mission Arsenal

Why would they give you another plane when the game is over? Sorry, maybe in the next sequel!

Best Times

Easy	Normal	Hard
7:48:22	5:09:26	11:38:46
Pilot: Leather Lips	Pilot: Mac Daddy Josh	Pilot: Bad Bob



Are you elite enough to get the other endings and receive the illustrious rank of Commander-in-Chief?

Extra Goodies

No game from the code-wizards at Namco would be complete without a choice set of secret options, modes, and characters (which in this case are the planes). Satisfy the following requirements and all these wonderful prizes will be yours.

Extra Aircraft:

Simply get the good (after "Fighters Honor") or normal ending (after "Kingpin," if you don't down the Z.O.E) when you complete the game (You can only select from the planes that have been available to you previously).

Free Mission:

Get the good or normal ending while using the "Extra Aircraft" option (You can only select from previously-visited missions).

Music Player:

If your rank is First Lieutenant or above, and if you're given the good or normal ending, this extra will appear on the option screen (Controls: X-cancel; START-play; L1-back; R1-forward; CIRCLE-select option; SELECT-change screen).

Model Display:

Once you've collected all the decorations in "Personal Data" section, this cool bonus will open up in the option screen (Controls: D-PAD-view change; CIRCLE-next color; L1-zoom out; R1-zoom in; X-cancel)

The *Official Ace Combat 2 Strategy Guide* is the only complete reference you'll ever need to get to grips with Namco's awesome dogfighting arcade flight simulation. Professional gaming pilots have flown countless sorties, launched thousands of missiles and torn through the entire game dozens of times. Inside, you'll find hundreds of high-res screenshots, complete tactics for every mission, and loads of exclusive rendered artwork, resulting in the perfect accompaniment to this stunning game! Lock on, we're going in!

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